

# BLAZE-USER

**Requirements:** Minimum WIS 9  
**Prime requisite:** STR  
**Hit Dice:** 1d6  
**Maximum level:** 14  
**Armour:** Chainmail, no shields  
**Weapons:** Dagger, short sword, sword  
**Languages:** Alignment, Common

Blaze-users are adventurers that pay homage to the fire element. They research and meditate about the fire aspects. Always travelling and applying their ember powers with passion.

## Combat

Blaze-users can use one-handed blades as weapons. They can use chainmail, but no shields.

## Ember Connoisseur

Upon reaching 3rd level, blaze-users can recognize fire-related magical items (e.g. scrolls, swords, wands).

## Fire Affinity

The blaze-user gains a **+1 bonus to reaction** rolls when encountering fire-related creatures.

## Fire Blessing

Upon reaching 2nd level, blaze-users have resistance (half damage) to non-magical fire and **+1 bonus to all saving throws versus fire-based magical or breath attacks**. On the 7th level, the blaze-user gains resistance to fire-based magical or breath attacks.

## Holy Lantern

The blaze user maintains a hand-sized silver lantern where the consecrated fire is kept burning. In order to use the **Sacred Fire** powers, torches must be lit with this lantern. A lantern can only light **up to 6 torches** per hour.

If the lantern is destroyed, the blaze-user cannot use the **Sacred Fire** powers 1d4 weeks until a new holy lantern is blessed by a divine spell caster and gathers enough power.

## Sacred Fire

Blaze-users can use torches, lanterns and other fire sources (its fire is extinguished) to gain the following powers:

**Crimson blade:** Once per day and for 1 turn per level, the blade of a dagger, short sword or sword wielded by the blaze-user **gains a +1 bonus to attack and damage** against plant-based creatures, insect-like creatures, bird-like creatures, creatures that cannot regenerate fire damage and undead creatures. The blade can harm these creatures if they are immune to mundane attacks.

**Fire dart:** A missile attack (5'-10' / 11'-30' / 31'-50') at a -4 penalty against a target that deals 2d4 damage. May be used to ignite stuff.

**Fire shield:** The blaze-user may produce a blazing protection each combat round to gain a **+1 bonus to AC** that **deals 1d3 damage** against a creature that hits the blaze-user with a melee attack.

**Fire suppression / ignition:** A flame from a fire source (e.g. torches, bonfire, oil) visible may be extinguished. A potential fire source visible may be ignited.

## Scroll Use

A blaze-user of 9th level or higher can cast arcane spells related to fire from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

## Weather and Environment

**Under rain:** The **Sacred Fire** powers cannot be used and a **-1 penalty to AC**.

**High humidity levels in the air:** There's a 1-in-6 chance that the **Sacred Fire** powers will fail and a torch will be consumed either way and a **-1 penalty to attack rolls**.

**Dry humidity levels:** A **+1 bonus to AC**.

**Volcanic areas:** A **+1 bonus to AC** and the holy lantern can light **up to 8 torches** within an hour.

## Blaze-User Level Progression

| Level | XP      | HD     | THAC0   | Saving Throws |    |    |    |    |
|-------|---------|--------|---------|---------------|----|----|----|----|
|       |         |        |         | M             | V  | P  | F  | S  |
| 1     | 0       | 1d6    | 19 [0]  | 12            | 13 | 14 | 15 | 16 |
| 2     | 2.500   | 2d6    | 19 [0]  | 12            | 13 | 14 | 15 | 16 |
| 3     | 5.000   | 3d6    | 19 [0]  | 12            | 13 | 14 | 15 | 16 |
| 4     | 10.000  | 4d6    | 17 [+2] | 10            | 11 | 12 | 13 | 14 |
| 5     | 18.500  | 5d6    | 17 [+2] | 10            | 11 | 12 | 13 | 14 |
| 6     | 37.000  | 6d6    | 17 [+2] | 10            | 11 | 12 | 13 | 14 |
| 7     | 85.000  | 7d6    | 14 [+5] | 8             | 9  | 10 | 11 | 12 |
| 8     | 140.000 | 8d6    | 14 [+5] | 8             | 9  | 10 | 11 | 12 |
| 9     | 270.000 | 9d6    | 14 [+5] | 8             | 9  | 10 | 11 | 12 |
| 10    | 400.000 | 9d6+1* | 12 [+7] | 6             | 7  | 8  | 9  | 10 |
| 11    | 530.000 | 9d6+2* | 12 [+7] | 6             | 7  | 8  | 9  | 10 |
| 12    | 660.000 | 9d6+3* | 12 [+7] | 6             | 7  | 8  | 9  | 10 |
| 13    | 790.000 | 9d6+4* | 10 [+9] | 4             | 5  | 6  | 5  | 8  |
| 14    | 920.000 | 9d6+5* | 10 [+9] | 4             | 5  | 6  | 5  | 8  |

\* Modifiers from CON no longer apply.

### After Reaching 9th Level

A blaze-user becomes a fire lord and may construct a stronghold in the middle of the desert, blending in with the scorching sands, or hidden in a volcanic or mountain area and control the surrounding lands. Whatever material it is made of, the construction costs as much as similar work in igneous stone, due to the exquisite quality of firecraft involved.

# MERCHANT

**Requirements:** Minimum CHA 9

**Prime requisite:** CHA

**Hit Dice:** 1d4

**Maximum level:** 14

**Armour:** Leather, no shields

**Weapons:** Club and dagger

**Languages:** Alignment, Common

Merchants are members of trade guilds who are always looking for wealth and opportunities for their businesses. They are organised in caravans, bazaars, commercial warehouses and other smaller or larger structures. Merchants are not very suitable to combat and do not have magical abilities, but they can contribute to the success of a campaign.

## Bargain and Profit

Due to their trading skills, merchants are able to buy and sell items, information, and other things for cheaper and expensiver than the stipulated price, respectively. As they become more known and experienced, they get prices that are more advantageous to them.

A 1st level merchant gains 10% discounts on item purchases and 10% profit when selling goods. It becomes 20% upon reaching 3th level, 30% upon reaching 6th level, 40% upon reaching 9th level, and 50% upon reaching 12th level.

## Combat

Merchants cannot wear armour bulkier than leather and cannot use shields. Their choice of weapons is limited to clubs and daggers.

## Contratant

With their smooth talk and negotiation, they gain a +1 bonus to the reaction of supporters during the hire.

## Identification of Treasure

Starting at 4th level, merchants become able to identify magic items, using knowledge gained from their travels to determine whether an item is cursed. The merchant takes 1 turn to identify, but is unable to remove the curse from the item.

## Logistic

Starting at 7th level, specialists hired by the merchant double their productivity.

## Smuggler

While trading and talking with NPCs, there is a 5% chance that they have a magic item and try to sell it to the merchant. The item in the NPC's possession is rolled according to the **Magic Item Type** roll table below. Separate probabilities are listed in the table for Basic and Expert level merchants (i.e. merchants of 1st to 3rd level and merchants of 4th level or higher). The Basic probabilities are listed in the B column, and the Expert probabilities in the X column. The stipulated price of the magic item is set by the referee and if the merchant has enough money, he can purchase the item.

## Magic Item Type

| B: d% | X: d% | Type of Item       |
|-------|-------|--------------------|
| 01-10 | 01-10 | Armour or Shield   |
| 11-15 | 11-15 | Misc. Item         |
| 16-40 | 16-35 | Potion             |
| 41-45 | 36-40 | Ring               |
| 46-50 | 41-45 | Rod / Staff / Wand |
| 51-70 | 46-75 | Scroll or Map      |
| 71-90 | 76-95 | Sword              |
| 91-00 | 96-00 | Weapon             |

## Merchant Level Progression

| Level | XP      | HD     | THACO   | Saving Throws |    |    |    |    |
|-------|---------|--------|---------|---------------|----|----|----|----|
|       |         |        |         | M             | V  | P  | F  | S  |
| 1     | 0       | 1d4    | 19 [0]  | 13            | 14 | 13 | 16 | 15 |
| 2     | 2.000   | 2d4    | 19 [0]  | 13            | 14 | 13 | 16 | 15 |
| 3     | 4.000   | 3d4    | 19 [0]  | 13            | 14 | 13 | 16 | 15 |
| 4     | 8.000   | 4d4    | 19 [0]  | 13            | 14 | 13 | 16 | 15 |
| 5     | 16.000  | 5d4    | 19 [0]  | 12            | 13 | 11 | 14 | 13 |
| 6     | 32.000  | 6d4    | 17 [+2] | 12            | 13 | 11 | 14 | 13 |
| 7     | 64.000  | 7d4    | 17 [+2] | 12            | 13 | 11 | 14 | 13 |
| 8     | 120.000 | 8d4    | 17 [+2] | 12            | 13 | 11 | 14 | 13 |
| 9     | 240.000 | 9d4    | 17 [+2] | 10            | 11 | 9  | 12 | 10 |
| 10    | 360.000 | 9d4+1* | 17 [+2] | 10            | 11 | 9  | 12 | 10 |
| 11    | 480.000 | 9d4+2* | 14 [+5] | 10            | 11 | 9  | 12 | 10 |
| 12    | 600.000 | 9d4+3* | 14 [+5] | 10            | 11 | 9  | 12 | 10 |
| 13    | 720.000 | 9d4+4* | 14 [+5] | 8             | 9  | 7  | 10 | 8  |
| 14    | 840.000 | 9d4+5* | 14 [+5] | 8             | 9  | 7  | 10 | 8  |

\* Modifiers from CON no longer apply.

### Transport

Used to transport goods to distant places, the merchant can carry more cargo than other characters. The maximum carrying capacity of animals and vehicles owned by a merchant is 20% higher than normal. The capacity increases to 40% upon reaching 5th level and 60% upon reaching 10th level.

### After Reaching 9th Level

A merchant can establish or build a trading post. Once a trading post is established, the merchant now attracts 5d6 traders. These merchants can work in the warehouse trading treasures from all corners of the world and can also compose caravans in search of new routes for the merchant.

# PRIEST

**Requirements:** Minimum INT 9, Minimum WIS 9, Minimum CHA 9

**Prime requisite:** WIS

**Hit Dice:** 1d4

**Maximum level:** 14

**Armour:** None

**Weapons:** Mace, staff

**Languages:** Alignment, Common

Priests are part of a religious organisation. They exercise authority in communities, channel the power of a deity. Priests lack the combat versatility of clerics, but their deeper connection with their deity makes the priest a more effective spell caster.

## Combat

Priests are unable to use shields or wear any kind of armour. Strict holy doctrine prevents priest's use of weapons other than maces or staves.

## Divine Magic

**Holy symbol:** A priest must carry a holy symbol.

**Deity disfavour:** Priests must be faithful to the tenets of their alignment, clergy, and religion. Priests who fall from favour with their deity may incur penalties.

**Magical research:** A priest of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a priest reaches 9th level, they are also able to create magic items.

**Spell casting:** A priest may pray to receive spells. The power and number of spells available to a priest are determined by the character's experience level. The list of spells available to paladins is found in *Cleric and Magic-User Spells* (priests have the same spell selection as clerics).

**Using magic items:** As spell casters, priests can use magic scrolls of spells on their spell list. They can also use items that may only be

used by divine spell casters (e.g. some magic staves).

## Rituals

Having studied their deity's rites for years, priests can perform spells in ritual form if they maintain concentration, not consuming like the memorised spells of the day.

**Preparation:** When memorising the spells of the day, the priest may select one spell from each spell level available in order to perform as a ritual.

**Liturgical components:** In addition to having a holy symbol, the priest must use 1 vial of holy water for each spell level of the spell being cast as a ritual (*Bless* and other spells already suitable as a ritual, uses 1 vial only). The referee may designate other liturgical components as needed.

**Time:** Rituals require 6 rounds to be completed. After a spell has been cast through a ritual, the priest cannot perform any other ritual for 5 turns.

## Turning the Undead

Priests can invoke the power of their deity to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted.

### Successful Turning

If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

**Turned undead:** Will leave the area, if possible, and will not harm or make contact with the cleric.

**Destroyed undead (result of D):** Are instantly and permanently annihilated.

**Excess:** Rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one undead creature will always be affected on a successful turning.

**Mixed groups:** If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.



# ADVENTURING GEAR

## Apothecary

| Item                         | Cost (gp) |
|------------------------------|-----------|
| Antidote (basic, 2 doses)    | 250       |
| Antidote (great, 2 doses)    | 1250      |
| Bandage (3 straps)           | 2         |
| Belladonna extract (2 doses) | 50        |
| Eyedrops (basic, 2 doses)    | 20        |
| Eyedrops (great, 2 doses)    | 200       |
| Ghostroot powder (2 doses)   | 300       |
| Gilded needle                | 1500      |
| Ginkgo extract (2 doses)     | 25        |
| Incense (2 sticks)           | 15        |
| Nazar powder                 | 800       |
| Ointment (2 doses)           | 50        |
| Resina draconis              | 1500      |

## Apothecary Descriptions

**Antidote, basic:** Medicine that neutralises poison effects from non-magical snakes, insects, etc. Someone who has died from that kind of poisoning within two rounds can be revived. There is a **3-in-6 chance** of success.

**Antidote, great:** Medicine that neutralises poison effects from magical snakes, insects, etc. Someone who has died from that kind of poisoning within two rounds can be revived. There is a **3-in-6 chance** of success.

**Bandage:** Straps of cloth to aid. Stop bleeding.

**Belladonna extract:** Remedy made from belladonna. Neutralises lycanthropy effects in a character hit within 3 turns. There is a **3-in-6 chance** of success.

**Eyedrops, basic:** Liquid solution to apply on eyes. Restores the sight of a character blinded by **Darkness** or similar effects. There is a **4-in-6 chance** of success.

**Eyedrops, great:** Liquid solution with a secret formula to apply on eyes. Restores the sight of a character blinded by **Continual Darkness** or similar effects. There is a **4-in-6 chance** of success.

**Ghostroot powder:** Powder made with ghostroot that allows a character to turn the undead for 10 minutes as a cleric of the same level.

**Gilded needle:** A golden needle infused with gorgon blood remedy that pierces through stone. Restores a petrified character within two rounds to life. There is a **3-in-6 chance** of success.

**Ginkgo extract:** Remedy made from ginkgo biloba. Neutralises paralysing effects. There is a **4-in-6 chance** of success.

**Incense:** Aromatic sticks that release fragrant smoke when burnt. When used with a restorative spell or item, dice can be rerolled once.

**Nazar powder:** Powder made with blessed stones that cancels a curse for 10 minutes.

**Ointment:** A viscous medicine made with herbs, wax, oils and other substances. It takes: 5 minutes to make effect and restores 1d2 hit points of damage.

**Resina draconis:** Powder made with dragon blood. Neutralises contracted diseases. There is a **4-in-6 chance** of success within 1 day and **2-in-6 chances** after.

# WEAPONRY

## Weapons

| Weapon       | Cost (gp) | Weight (Coins) |
|--------------|-----------|----------------|
| Boomerang    | 5         | 30             |
| Chain        | 10        | 50             |
| Chakram      | 4         | 30             |
| Claws        | 6         | 20             |
| Flail        | 8         | 35             |
| Heavy ball   | 10        | 50             |
| Hand cannon  | 120       | 75             |
| Knuckles     | 6         | 20             |
| Kusarigama   | 45        | 40             |
| Shuriken     | 2         | 10             |
| Sarissa      | 15        | 150            |
| Sickle       | 5         | 20             |
| Silver sword | 70        | 60             |
| Scythe       | 8         | 100            |
| Trident      | 4         | 30             |
| Whip         | 10        | 50             |

## Ammunition

| Items | Cost (gp) |
|-------|-----------|
| Pouch | 5         |

**Pouch:** Enough balls, powder, wadding, and cord for 20 shots.



## Weapons Descriptions

**Boomerang:** A V-shaped throwing stick with aerodynamic properties, usually made of wood or bone.

**Chain:** A 10' long chain of metal. On an attack roll of natural 17 or higher, the attacker must decide to *either* pull or entangle the target.

**Chakram:** A wheel-shaped throwing weapon made from metal. Its edges are very sharp.

**Claws:** Razor-sharp claws made of bones or metal.

**Flail:** A sectioned mace-like weapon.

**Hand cannon:** A two-handed gun with a barrel length of 30–40". When shot: 1-in-3 chance to break.

**Heavy ball:** A ball made of wood or other hard material.

**Knuckles:** Brass knuckles to empower punches.

**Kusarigama:** Chain and sickle weapon. On an attack roll of natural 19 or higher with the chain, the attacker must decide to *either* entangle the target or make it lose the initiative.

**Shuriken:** Sharped throwing weapons that's usually easy to conceal. Made of metal and other materials in various shapes.

**Sarissa:** Very long spears to reach and hit enemies from a safe distance. On a hit: 1-in-3 chance to break.

**Sickle:** Curved blade to reap crops and herbs, but used as a weapon too. Very useful.

**Silver sword:** A sword forged with silver. Useful against lycanthropes and some other types of creatures.

**Scythe:** Long agricultural tool to reap crops, but turned into a weapon. May reap other things too.

**Trident:** A dangerous three-forked spear.

**Whip:** A 20' long strap of braided leather. On an attack roll of natural 17 or higher, the attacker must decide to *either* pull or entangle the target.

## Weapon Qualities

**Blunt:** May be used by clerics.

**Brace:** Bracing against the ground doubles damage against charging monsters.

**Bring:** On a successful hit, may pull a human-sized (or smaller) creature near to the wielder.

**Dual-attack:** If both hands are armed with this weapon, can make two attacks, (second attack at a **-2 attack penalty**) and not modified by STR.

**Entangle:** On a successful hit, the target must **save versus paralysis** or be unable to move or act. A new save is allowed each round to escape.

**Loud:** The first time in an encounter a weapon with this quality is fired, the noise triggers a wandering monster check and causes animals (except those trained for battle) to make a morale check or flee. At the referee's discretion, human-like creatures of 2 HD or less from cultures without firearms may also be affected.

**Melee:** Close quarters weapon (5' or less)

**Missile:** Thrown or fired weapon (greater than 5' distance). The distances for short (+1 to hit), medium, and long (-1 to hit) range are shown in parentheses.

**Powder reload:** Requires 12 rounds to reload between shots.

**Reach:** Can make a melee attack farther than 5'.

**Return:** On a missed attack, the weapon returns to its owner's hand.

**Slow:** The character acts last in each combat round.

**Two-handed:** Requires both hands; the character cannot use a shield.

## Weapon Combat Stats

| Weapon              | Damage | Qualities  |
|---------------------|--------|--|
| <b>Boomerang</b>    | 1d4    | Blunt, Missile (5'-40' / 41'-80' / 81'-120'), Return                           |
| <b>Chain</b>        | 1d6    | Bring, Blunt, Entangle, Melee, Reach (10')                                     |
| <b>Chakram</b>      | 1d4+1  | Missile (5'-10' / 11'-20' / 21'-30')   |
| <b>Claws</b>        | 1d4    | Melee, Dual-attack   |
| <b>Flail</b>        | 1d6    | Blunt, Melee   |
| <b>Hand cannon</b>  | 1d10+2 | Loud, Missile (5'-70' / 71'-140' / 141'-210'), Powder reload, Slow, Two-handed |
| <b>Heavy ball</b>   | 1d4    | Blunt, Missile (5'-30' / 31'-60' / 61'-90')                                    |
| <b>Knuckles</b>     | 1d4    | Blunt, Melee, Dual-attack  |
| <b>Kusarigama</b>   | 1d4    | Blunt (chain), Entangle, Melee, Reach (15'), Two-handed                        |
| <b>Shuriken</b>     | 1d4    | Missile (5'-10' / 11'-20' / 21'-30')   |
| <b>Sarissa</b>      | 1d6+1  | Brace, Melee, Reach (20'), Slow, Two-handed                                    |
| <b>Sickle</b>       | 1d4    | Melee, Missile (5'-10' / 11'-20' / 21'-30')                                    |
| <b>Silver sword</b> | 1d8    | Melee  |
| <b>Scythe</b>       | 1d10   | Melee, Slow, Two-handed  |
| <b>Trident</b>      | 1d6    | Brace, Melee, Missile  |
| <b>Whip</b>         | 1d4    | Bring, Melee, Entangle, Reach (20')  |
| <b>Trident</b>      | 1d6    | Brace, Melee, Missile  |

# TREASURES

## Crests

A symbol of prestige among certain creatures. Helps to interact with monsters when an encounter occurs.

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- **Value:** Each crest is 1,000gp worth:
  - **+1 bonus:** To modify monsters reaction rolls:
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- **Bizarre Crest:** Eyes of terror and of the deep.
  - **Devil Crest:** Rakshasas and demonkind.
  - **Dwarven Crest:** Dwarves and duergars.
  - **Elvish Crest:** Elves and drows.
  - **Fey Crest:** Nixies, pixies and sprites.
  - **Gnomish Crest:** Gnomes and svirfneblins.
  - **Goblinoid Crest:** Goblins, hobgoblins and bugbears.
  - **Hag Crest:** Hags, medusas and lamias.
  - **Herpeto Crest:** Lizardmen, gullygugs and snake people.
  - **Hoof Crest:** Centaurs, minotaurs and satyrs.
  - **Hulk Crest:** Ogres and trolls.
  - **Knowledge Crest:** Sphinxes and mind lashers.
  - **Lycan Crest:** Lycanthropes.
  - **Marvellous Crest:** Djinnis and efreetis.
  - **Merfolk Crest:** Mermen, sahuagins and tritons.
  - **Morphing Crest:** Dopplegängers and mutoids.
  - **Raider Crest:** Gnolls, kobolds and troglodytes.
  - **Royal Crest:** Humans.
  - **Savage Crest:** Neanderthals and orcs.
  - **Shorty Crest:** Halflings, brownies and leprechauns.
  - **Sylvan Crest:** Dryads and treants.
  - **Titanic Crest:** Cyclops, giants and titans.
  - **Undead Crest:** Ghosts, liches and vampires.
  - **Weird Crest:** Dark creepers, homunculus and mycelians.
  - **Worm Crest:** Dragons.

## Monster Statues

Small statues of monsters produced by a master sculptor throughout his lifetime. The statues are 1' tall and made of bronze.

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|                   |         |                |         |                |         |
|-------------------|---------|----------------|---------|----------------|---------|
| › Banshee         | 2,100gp | › Giant, Frost | 3,000gp | › Rakshasa     | 4,200gp |
| › Basilisk        | 1,800gp | › Giant, Hill  | 2,400gp | › Remorhaz     | 3,600gp |
| › Black Pudding   | 1,500gp | › Giant, Stone | 2,700gp | › Roc          | 1,800gp |
| › Blink Dog       | 1,200gp | › Giant, Storm | 4,500gp | › Roper        | 3,600gp |
| › Bugbear         | 900gp   | › Gnome        | 300gp   | › Rust Monster | 900gp   |
| › Bulette         | 2,700gp | › Golem, Clay  | 1,500gp | › Sahuagin     | 600gp   |
| › Carcass Crawler | 600gp   | › Golem, Iron  | 2,700gp | › Satyr        | 3,000gp |
| › Catoblepas      | 1,200gp | › Golem, Stone | 2,100gp | › Skeleton     | 300gp   |
| › Centaur         | 1,200gp | › Gorgon       | 2,400gp | › Snake Person | 1,800gp |
| › Chimera         | 2,700gp | › Green Slime  | 300gp   | › Sphinx       | 4,500gp |
| › Cockatrice      | 1,500gp | › Griffon      | 1,200gp | › Svirfneblin  | 300gp   |
| › Couatl          | 2,700gp | › Halfling     | 300gp   | › Tarrasque    | 5,400gp |
| › Cyclops         | 3,900gp | › Harpy        | 900gp   | › Treant       | 2,400gp |
| › Demonic Knight  | 3,000gp | › Hellhound    | 1,200gp | › Troll        | 1,800gp |
| › Djinni          | 4,200gp | › Hippocampus  | 1,200gp | › Unicorn      | 2,400gp |
| › Dragon, Black   | 2,100gp | › Hippogriff   | 600gp   | › Vampire      | 2,700gp |
| › Dragon, Blue    | 2,700gp | › Hobgoblin    | 300gp   | › Warp Beast   | 1,800gp |
| › Dragon, Brass   | 2,100gp | › Homunculus   | 2,700gp | › Winter Wolf  | 1,800gp |
| › Dragon, Bronze  | 2,700gp | › Hook Beast   | 1,500gp | › Wyvern       | 1,200gp |
| › Dragon, Copper  | 2,400gp | › Hydra        | 3,000gp | › Xorn         | 2,100gp |
| › Dragon, Gold    | 3,300gp | › Kobold       | 300gp   | › Yeti         | 1,200gp |
| › Dragon, Green   | 2,400gp | › Lamia        | 2,700gp | › Zombie       | 300gp   |
| › Dragon, Red     | 3,000gp | › Lich         | 4,200gp |                |         |
| › Dragon, Sea     | 2,400gp | › Lizard Man   | 600gp   |                |         |
| › Dragon, Silver  | 3,000gp | › Manticore    | 1,800gp |                |         |
| › Dragon, White   | 1,800gp | › Medusa       | 1,200gp |                |         |
| › Dragon Turtle   | 4,500gp | › Merman       | 300gp   |                |         |
| › Drider          | 1,800gp | › Mimic        | 1,500gp |                |         |
| › Drow            | 300gp   | › Mind Lasher  | 2,400gp |                |         |
| › Dryad           | 1,200gp | › Minotaur     | 1,800gp |                |         |
| › Duergar         | 300gp   | › Mycelian     | 300gp   |                |         |
| › Dwarf           | 300gp   | › Neanderthal  | 600gp   |                |         |
| › Efreeti         | 4,500gp | › Nightmare    | 1,800gp |                |         |
| › Elf             | 300gp   | › Ogre         | 1,200gp |                |         |
| › Ettin           | 3,000gp | › Orc          | 300gp   |                |         |
| › Eye of Terror   | 3,300gp | › Owl Bear     | 900gp   |                |         |
| › Flail Snail     | 600gp   | › Pegasus      | 600gp   |                |         |
| › Gargoyle        | 2,400gp | › Peryton      | 1,200gp |                |         |
| › Gelatinous Cube | 600gp   | › Phoenix      | 6,000gp |                |         |
| › Ghost           | 3,000gp | › Pixie        | 300gp   |                |         |
| › Ghoul           | 600gp   | › Purple Worm  | 2,400gp |                |         |
| › Giant, Cloud    | 3,600gp |                |         |                |         |
| › Giant, Fire     | 3,300gp |                |         |                |         |

## Books

|                                |         |
|--------------------------------|---------|
| Book of Plains Kings           | 700gp   |
| Book of the Sunk City          | 2,000gp |
| Classic of Mountains and Seas  | 4,400gp |
| Epic of Gil                    | 3,200gp |
| Love Song of Night and Day     | 3,500gp |
| Myriad Leaves Anthology        | 5,000gp |
| Netherworld Lord's Notepad     | 4,900gp |
| Records of the Grand Historian | 1,200gp |
| Rulu's Cyclopaedia             | 1,000gp |
| Timapum's Will                 | 200gp   |
| Turtle Dragon Chronicles       | 2,100gp |

## Foodstuff

|                      |          |
|----------------------|----------|
| Abalone              | 12,500gp |
| Black Ivory Coffee   | 1,700gp  |
| Black Summer Truffle | 1,300gp  |
| Black Watermelon     | 6,000gp  |
| Bluefin Tuna         | 1,000gp  |
| Bottarga             | 250gp    |
| Casu Marzu Cheese    | 200gp    |
| Caviar               | 500gp    |
| Civet Coffee         | 1,500gp  |
| Clove                | 3,000gp  |
| Crystal Apple        | 500gp    |
| Foie Gras            | 250gp    |
| Ghee                 | 30gp     |
| Gilded Goose Egg     | 1,500gp  |
| Jamón Ham            | 350gp    |
| Matsutake Mushroom   | 1,000gp  |
| Nutmeg               | 800gp    |
| Opulence Cream       | 1,000gp  |
| Panda Tea            | 1,150gp  |
| Propolis             | 400gp    |
| Pule Cheese          | 600gp    |
| Saffron              | 10,000gp |
| Wagawaga Beef        | 300gp    |
| Yubayuba Melon       | 8,000gp  |

## Pictures Series

• **Found individually:** The amount of pieces in a series is listed in square brackets.

|                                |         |
|--------------------------------|---------|
| Birds of Paradise [6]          | 1,200gp |
| Constellation Weaving [88]     | 400gp   |
| Four Seasons [4]               | 5,000gp |
| Gods of Fortune [7]            | 450gp   |
| Hunt of the Unicorn [7]        | 1,100gp |
| Immortal Mountain [36]         | 2,000gp |
| Realms of Being [6]            | 3,000gp |
| Star of Destiny: Earthly [72]  | 250gp   |
| Star of Destiny: Heavenly [36] | 500gp   |
| Sunflowers [12]                | 3,750gp |
| Water Lilies [250]             | 600gp   |

## Woods

• **Found as:** 10' logs weighing 200 coins.

|             |          |
|-------------|----------|
| Agarwood    | 10,000gp |
| Bubinga     | 1,600gp  |
| Ebony       | 1,000gp  |
| Koa         | 3,000gp  |
| Leopardwood | 500gp    |
| Mahogany    | 800gp    |
| Purpleheart | 400gp    |
| Rosewood    | 1,250gp  |
| Sandalwood  | 2,000gp  |
| Teak        | 1,200gp  |

## Zodiac Signs

• **Found as:** 2" golden pendants.

|             |         |
|-------------|---------|
| Aries       | 500gp   |
| Taurus      | 1,000gp |
| Gemini      | 1,500gp |
| Cancer      | 2,000gp |
| Leo         | 2,500gp |
| Virgo       | 3,000gp |
| Libra       | 3,500gp |
| Scorpio     | 4,000gp |
| Sagittarius | 4,500gp |
| Capricorn   | 5,000gp |
| Aquarius    | 5,500gp |
| Pisces      | 6,000gp |
| Ophiuchus   | 7,000gp |

# ARMOUR AND SHIELDS

- ★ Armour +1, Adamantite
- ★ Armour +1, Bio
- ★ Armour +1, Blaze
- ★ Armour +1, Darksteel
- ★ Armour +1, Day
- ★ Armour +1, Disguise
- ★ Armour +1, Frost
- ★ Armour +1, Gorgon
- ★ Armour +1, Night
- ★ Armour +1, Pegasus
- ★ Armour +1, Phoenix
- ★ Armour +1, Plume
- ★ Armour +1, Spark
- ★ Armour +1, Trine
- ★ Armour +1, Troll
- ★ Armour +1, Zombie
- ★ Armour +2, Bog
- ★ Armour +2, Colony
- ★ Armour +2, Desert
- ★ Armour +2, Forest
- ★ Armour +2, Jungle
- ★ Armour +2, Lake
- ★ Armour +2, Mountain
- ★ Armour +2, Plains
- ★ Armour +2, Shore
- ★ Armour +3, Ligyron
- ★ Leather +1, Boiled
- ★ Leather +2, Hell Hound
- ★ Leather +2, Thunder Beast
- ★ Leather +2, Winter Wolf
- ★ Leather +3, Draconic
- ★ Platemail +1, Evil Eye
- ★ Platemail +1, Remorhaz
- ★ Platemail +2, Demonic
- ★ Platemail +3, Behemoth
- ★ Shield -1, Missile Attractor
- ★ Shield +1, +3 vs Missiles
- ★ Shield +1, Boiled Leather
- ★ Shield +1, Boomerang
- ★ Shield +1, Bulette
- ★ Shield +1, Darksteel
- ★ Shield +1, Day
- ★ Shield +1, Healing
- ★ Shield +1, Light
- ★ Shield +1, Lokapala
- ★ Shield +1, Mirror
- ★ Shield +1, Medusa
- ★ Shield +1, Mushroom
- ★ Shield +1, Night
- ★ Shield +1, Providence
- ★ Shield +1, Sentinel
- ★ Shield +1, Shiny Buckler
- ★ Shield +1, Warding
- ★ Shield +2, Ligyron's
- ★ Shield +2, Dragon Turtle
- ★ Shield +2, Repulsion

### **Armour +1, Adamantite**

- **Reinforced:** A critical hit becomes a normal hit (if using critical hit as optional rule).
- **Armour type:** Chainmail and plate mail.

### **Armour +1, Bio**

- **Resilience:** Half damage from gas and acid.

### **Armour +1, Blaze**

- **Energy immunity:** Unharmed by fire.

### **Armour +1, Darksteel**

- **Indestructible:** Can't be destroyed by natural or magical means.
- **Armour type:** Chainmail and plate mail.

### **Armour +1, Day**

- **"Plus" bonus:** During daytime only.

### **Armour +1, Disguise**

- **Shifting:** Armour and clothes assume the appearance of the garment its wearer desires.

### **Armour +1, Frost**

- **Energy immunity:** Unharmed by cold.

### **Armour +1, Gorgon**

- **Immunity:** Petrifying effects.
- **Armour type:** Chainmail and plate mail.

### **Armour +1, Night**

- **"Plus" bonus:** During nighttime only.

### **Armour +1, Pegasus**

- **Command word:** Upon speaking a command word, a pair of pegasus wings (20' wingspan) spreads from the armour's back, allowing the wearer to fly for a limited period.
- **Movement rate:** 180' (60') for up to 6 rounds, or 120' (40') for up to 9 rounds.
- **Load:** The character can fly with up to their normal maximum load.
- **While flying:** Wearer gains a **+1 bonus** on:
  - a. AC
  - b. Saves versus wands
  - c. Saves versus breath
- **Rest:** Following a flight, the character must lay down and rest for 1 turn per round of flight.
- **Usage frequency:** Up to twice per day.

### **Armour +1, Phoenix**

- **Fiery aura:** Enemy creatures within 20' suffer 1d6 damage per round. Fire is of such intensity that magical protection from fire is ineffective.
- **Fire immunity:** Unharmed by magical and non-magical fire.
- **If armour is destroyed:** Burn into ashes and return attached to its wearer's body after 1 round.
- **Death:** Wearer disappears in a 20' radius ball of ash and fire, inflicting equal to 1d10 × wearer's hit dice (**save versus breath** for half). Fire is of such intensity that magical protection from fire is ineffective.
- **Resurrection:** 1 round after death, wearer returns to life from its ashes with 45hp. Armour then vanishes and reappears in a random place of the world after 1 year.

### **Armour +1, Plume**

- **Encumbrance:** As an unarmoured person.
- **Falling:** 1 point of damage per 20' fallen.

### **Armour +1, Spark**

- **Energy immunity:** Unharmed by lightning.

### **Armour +1, Trine**

- **Resilience:** Half damage from fire, cold and lightning.

### **Armour +1, Troll**

- **Regeneration:** After being damaged, start regaining 1hp per round. Severed limbs reattach.
- **Severed limbs:** Will also regrow after 1 hour (no matter the size of the limb). The armour becomes a normal **armour +1** for 1d6 months.
- **Fire and acid:** Cannot regenerate and **receives double damage** from these sources.
- **Limit:** The armour can only **regenerate up to 15hp** per day.
- **Death:** The armour does not function if the wearer is reduced to 0 or less hit points.

### **Armour +1, Zombie**

- **Initiative:** Always lose (no roll).
- **Living dead:** Immune to effects that affect living creatures (e.g. *poison*). Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*).

### **Armour +2, Bog**

- **“Plus” bonus:** In swamp environments only.

### **Armour +2, Colony**

- **“Plus” bonus:** In city, settled environments only.

### **Armour +2, Desert**

- **“Plus” bonus:** In desert environments only.

### **Armour +2, Forest**

- **“Plus” bonus:** In forest environments only.

### **Armour +2, Jungle**

- **“Plus” bonus:** In jungle environments only.

### **Armour +2, Lake**

- **“Plus” bonus:** In lakes, river environments only.

### **Armour +2, Mountain**

- **“Plus” bonus:** In barrens, hills, mountains environments only.

### **Armour +2, Plains**

- **“Plus” bonus:** In clear, grasslands environments only.

### **Armour +2, Shore**

- **“Plus” bonus:** In ocean, sea environments only.

### **Armour +3, Ligyron**

- **Human martial:** Are the only ones allowed to use it.
- **Ward: +2 bonus** to all saving throws against poison or death and paralysis or petrification.
- **Melee weapons damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)
- **Attacking the heel: AC 0 [19].** May be targeted by missile attacks. If hit, it **deals triple damage to the wearer** (not cumulative with other Ligyron’s items).

### **Leather +1, Boiled**

- **Hardness:** Gain +1 bonus to AC against arrows and crossbow bolts attacks.

### **Leather +2, Hell Hound**

- **Normal cold:** Unharmed by non-magical heat or fire.
- **Save bonus:** Gain a **+1 bonus** to saving throws versus fire-based effects (e.g. magic or breath attacks).

### **Leather +2, Thunder Beast**

- **Normal cold:** Unharmed by non-magical lightning and storms.
- **Save bonus:** Gain a **+1 bonus** to saving throws versus lightning-based effects (e.g. magic or breath attacks).

### **Leather +2, Winter Wolf**

- **Normal cold:** Unharmed by non-magical cold or freezing temperatures.
- **Save bonus:** Gain a **+1 bonus** to saving throws versus cold-based effects (e.g. magic or breath attacks).

### **Leather +3, Draconic**

- **Dragon scales:** Halves damage from breath weapons.



### **Platemail +1, Evil Eye**

- **Anti-magic ray:** The central eye in the armour's chest dispels magic up to 60' in front. Spell casting fails and ongoing spells and magic items are temporarily disabled.
- **Attacking the armour's central eye: AC 2 [17], 20 hp.** If reduced to 0 hp, the anti-magic ray ceases to function and the armour becomes a normal **plate mail +1**.

### **Platemail +1, Remorhaz**

- **Melt weapons:** A weapon that hits has a **1-in-4 chance** of contacting the red hot back and instantly melting. Magical weapons are unaffected.

### **Platemail +2, Demonic**

- **If a demihuman wears:** Instantly dies.
- **Aura of fear:** Any who come within 5' must **save versus spells** or flee at maximum speed for 6 rounds, with a 40% chance of dropping held items.
- **Detect invisible creatures:** Within 60'.
- **Magic resistance: +2 bonus** to all saving throws against magic.
- **Alignment:** Changes to chaotic.
- **Life consuming:** Each 1 turn wearing the armour, the wearer loses 1 year of its life span.

### **Platemail +3, Behemoth**

- **Semi mundane immunity:** Non-magical attacks are halved.
- **Movement rate:** Always 30' (10').
- **Rejection:** After one hour, it detaches from the wearer's body and cannot be donned until the next day.

### **Shield -1, Missile Attractor**

- **Curse:** Attracts any missile attacks if the wearer is within range.
- **Removing:** Once the curse is active, the character cannot remove the shield. The curse can only be removed by magic (e.g. *Remove Curse*).

### **Shield +1, +3 vs Missiles**

- **+3 plus:** Against missile attacks.

### **Shield +1, Boiled Leather**

- **Hardness: +1 bonus** to AC against arrows and crossbow bolts attacks.

### **Shield +1, Boomerang**

- **Warrior weapon:** Usable by martials only.
- **Can be thrown:** As a missile weapon with a ranged attack.
- **Range:** 5'-10' / 11'-20' / 21'-30'.
- **Returns:** To the wearer after the attack.
- **Damage:** 1d6.

### **Shield +1, Bulette**

- **Able to burrow:** 30' (10').
- **Cover:** Partial cover against missile attacks.

### **Shield +1, Darksteel**

- **Indestructible:** Can't be destroyed by natural or magical means.

### **Shield +1, Day**

- **"Plus" bonus:** During daytime only.

### **Shield +1, Healing**

- **Divine magic:** Usable by divine spell casters only.
- **Heals:** On command, 1d6+1 hit points or paralyzing effects when the wearer or an ally touches it.
- **Usage limit:** Is effective on any individual at most once per day.
- **Made from:** Wood or metal.

### **Shield +1, Light**

- **On command:** Produces light in a 30' radius.

### **Shield +1, Lokapala**

- **Charging:** Every time its wearer receives an enemy attack, a red pattern appears on the shield.
- **Fully charged:** When the eighth pattern appears.
- **Retribution wave:** Releases a 100' long line of energy that deals 1d12 damage per hit dice of the wearer.

- **After wave:** Patterns vanish from the shield and it becomes a normal magic **shield** **+1** for three months.

### **Shield +1, Mirror**

- **Prevents gaze:** The shield's magical reflective surface can be used to fight against monsters that use their gaze to harm (e.g. petrify, kill).
- **Bouncing:** On a save versus magic, there is **2-in-6 chance** to reflect it back against the caster (with halved force if it's magic that deals damage).

### **Shield +1, Medusa**

- **Petrification:** Anyone who looks at the shield will be turned to stone for 1d4 rounds (**save versus petrify**).
- **Magic resistance:** **+2 bonus** to **saves versus petrify**.

### **Shield +1, Mushroom**

- **Delicatessen:** The wearer can tear off a chunk of the shield. It has the properties of a **Rations, Iron** for 1 day. The shield loses its "plus"
- **Nutritious:** When eating the chunk, there's **1-in-4 chance** to restore 1 point of damage.
- **Chunk's regrowth:** In 1d6 turns. The shield regains its "plus".

### **Shield +1, Night**

- **"Plus" bonus:** During nighttime only.

### **Shield +1, Providence**

- **Divine magic:** Usable by divine spell casters only.
- **Spell effects:** On command, produces the effect of one of the following spells when the wearer or an ally touches it: **Remove Curse**, **Neutralise Poison**.
- **Usage limit:** Is effective on any individual at most once per day.
- **Made from:** Wood or metal.

### **Shield +1, Sentinel**

- **Alert:** Wearer's side is only surprised if they roll 1.
- **Initiative:** **+1 bonus**.

### **Shield +1, Shiny Buckler**

- **Short:** The "plus" bonus to AC applies only to melee attacks.
- **Free hand:** Attached to the arm, the wearer is able to use a secondary weapon or perform other tasks.

### **Shield +1, Warding**

- **Magic resistance:** **+2 bonus** to all saves versus magic.
- **Magic missiles:** Each missile requires a ranged attack roll to hit the wearer.

### **Shield +2, Ligyron's**

- **Human martial:** Are the only ones allowed to use it.
- **Ward:** **+2 bonus** to all saving throws against breath attacks and wands.
- **Missile weapons damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)
- **Attacking the heel:** **AC 0 [19]**. May be targeted by missile attacks. If hit, it **deals triple damage to the wearer** (not cumulative with other Ligyron's items).

### **Shield +2, Dragon Turtle**

- **Immunity:** Gas (e.g. chlorine, steam).
- **Hardened:** Gain a **+1 bonus** against larger than human-sized creatures.

### **Shield +2, Repulsion**

- **Creatures with less than 6HD:** Are pushed 10' away if they make a melee attack roll against the wearer (**save versus death** to avoid).

# MISCELLANEOUS ITEMS

- ★ Amphora of Mystic Water
- ★ Bargain Tag
- ★ Beryl Circlet
- ★ Blaze Regulator
- ★ Boots of Mislead
- ★ Citrine Wristband
- ★ Cloak of Stiffness
- ★ Cloak of the Mastermind
- ★ Cobbled Wings Glider
- ★ Dullstone
- ★ Electric Eel Bracelet
- ★ Eyes of the Accuracy
- ★ Eyes of the Underdark
- ★ Eyes of the Weakness Tracking
- ★ Frost Regulator
- ★ Galvanic Regulator
- ★ Golden Hairpin
- ★ Goldfish Earring
- ★ Golem's Clay Ball
- ★ Growstone
- ★ Guts Headband
- ★ Hermit Beans
- ★ Hourglass Amulet
- ★ Lesser Dark Magatama
- ★ Lesser Light Magatama
- ★ Ligyron's Greaves
- ★ Ligyron's Helmet
- ★ Magic Mushroom
- ★ Magma Boots
- ★ Necklace of Body Double
- ★ Number One Coin
- ★ Opal Circlet
- ★ Peach Wood Sword
- ★ Pill of Hangover
- ★ Pillow of Invigoration
- ★ Quiver of Holding
- ★ Robe of the Magi
- ★ Ruby Circlet
- ★ Sapphire Circlet
- ★ Scabbard of Strengthening
- ★ Scarf of the Helping Hand
- ★ Shoes of the Tiny Ones
- ★ Silenus' Wineskin
- ★ Skullclamp
- ★ Smouldering Ruby Egg
- ★ Snowflake Boots
- ★ Spider Armlet
- ★ Tide Jewel
- ★ Topaz Circlet
- ★ Weaven Silk Shirt
- ★ Weaven Web Shirt
- ★ Wind Guardian's Sack

### **Amphora of Mystic Water**

An amphora filled with sacred water to release a warrior's full potential. Many tried to drink, but met their doom.

---

- **If a non-human martial drinks the water:** Is instantly killed.
- **If a human martial drinks the water:** Must **save versus death (at a -10 penalty)** or dies. If the character saves successfully, gains the following powers:
  - Combat ability:** The character attacks as a 25 Hit Dice monster.
  - Damage:** Inflicts two additional dice of damage.
  - Magic piercer:** Hit monsters that can only be harmed by magic.
  - Protection:** **+1 bonus** to all saving throws.

### **Bargain Tag**

A small shining plate in rainbow patterns acknowledged among merchants and specialists.

---

- **Bargain:** **1-in-10 chance** to get a discount of 50% when buying or paying for services (e.g. adventure gear, weapons, fees).

### **Beryl Circlet**

Precious circlet made by dwarves. Grants the wearer protection against lightning.

---

- **Normal lightning:** Unharmed by non-magical lightning
- **Save bonus:** Gain a **+2 bonus** to all saving throws versus lightning-based magical or breath attacks.
- **Lightning-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

### **Blaze Regulator**

A silver device for arcane casters with an interest in pyromancy. Clip to a belt or on the chest to use it.

---

- **Magical core:** Once per day, can use a known fire-based spell of each level.
- **Disrupted spells:** Being cast via regulator deals 1d6 damage per spell level to the caster.
- **Fiery inspiration:** Chance of failure becomes 10% and time of research is halved, in any magical research related to fire.

### **Blink Cloak**

A sparking cloak that allows its wearer to perform short teleportations.

---

- **Blink:** In combat, teleport close to an enemy, attack, then reappear 1d4 × 10' away. If they have initiative, can blink away without the opponent being able to counter-attack.
- **Evasion:** If in serious danger, the wearer's side movement rate is doubled while fleeing.

### **Boots of Mislead**

Magical boots to someone that wishes not to be found.

---

- **False footsteps:** The boots leave tracks of any size or shape its wearer wants.
- **Vanishing footsteps:** The boots leave no tracks if its wearer wants.

### **Citrine Wristband**

A jewelled wristband empowered to prevent poisoning.

---

- **Alert:** Poisoned objects, foods and drinks, or venomous creatures are caused to glow.
- **Protection:** **+2 bonus** to all saving throws against poison.
- **Prevents poisoning:** 2 times, then shatters, with the wristband becoming utterly useless.

### Cloak of Stiffness

A cursed cloak which paralyses who dons it.

---

- **Handling:** The cloak can be handled safely.
- **Doning:** The wearer is instantly paralyzed, without a saving throw. As long as the cloak remains in place, the victim cannot move itself even by magic.
- **Removing:** Once donned, can only be removed by magic (e.g. *Remove Curse*).

### Cloak of the Mastermind

A deep-blue cloak from an outer world being.

---

- **Mental defence:** **+2 bonus** to all saving throws against mental powers.
- **ESP:** Can read thoughts of any within 20'. Obstructed by a thin layer of lead or by rock of 2' thick or greater.
- **Magic resistance:** **+2 bonus** against mind-affecting magic.

### Cobbled Wings Glider

Hang glider made of bamboo and a hundred patches of silk that were sewn together.

---

- **Speed:** The glider flies at 480' (160').
- **Passengers:** An additional passenger may be carried. When carrying two people, the glider's speed is 300' (100').
- **Attack:** The one riding the glider can't attack or cast spells, but a passenger can.
- **Duration:** Can fly for up to 2 hours.
- **Landing:** **1-in-3 chance** to rip apart and become unable to fly, but with its remains can be easily remade via magical research.

### Dullstone

A polished, roughly hewn piece of decorative stone (e.g. agate) which grants its owner with a slower evolution.

---

- **XP modifier:** The character has a **-10% penalty** to its gain of XP.
- **Discarding the stone:** The stone reappears, hidden somewhere on the character's person, unless the curse is removed by magic (e.g. *Remove Curse*).

### Electric Eel Bracelet

An eel-shaped bronze bracelet that wraps around its user's arm. Its wearer feels always energised.

---

- **Electric Shock:** Anyone within 5' suffer 3d4 damage; Within 5'–10' suffer 2d4 damage; Within 10'–15' suffer 1d4 damage. (No attack roll or saving throw.)
- **Electric shock frequency:** May be used at most once per hour.
- **Electrical resilience:** Half damage from electrical attacks.

### Eyes of Accuracy

A pair of crystal lenses that fit over the eyes, enhancing its wearer's accuracy.

---

- **Sharp eyes:** When making an attack, the wearer rolls two dice and chooses the better result.

### Eyes of the Underdark

A pair of crystal lenses that fit over the eyes to grant the power to see through darkness.

---

- **Everseeing:** Wearer is not affected by darkness spells and blinding effects.
- **Infra-vision:** 30'.

### Eyes of the Weakness Tracking

A pair of crystal lenses that fit over the eyes showing a foe's weak point.

---

- **Weak point:** If a foe has some kind of immunity, it will be negated if the wearer rolls a **natural 16 or higher** on an attack roll.

### Frost Regulator

A silver device for arcane casters with an interest in cryomancy. Clip to a belt or on the chest to use it.

---

- **Magical core:** Once per day, the caster can use a known cold-based spell of each level.
- **Disrupted spells:** Being cast via regulator deals 1d6 damage per spell level to the caster.
- **Chill inspiration:** Probability of failure becomes 10% and time of research is halved, in any magical research related to cold.

### **Galvanic Regulator**

A silver device for arcane casters with an interest in electromancy. Clip to a belt or on the chest to use it.

---

- **Magical core:** Once per day, the caster can use a known lightning-based spell of each level.
- **Disrupted spells:** Being cast via regulator deals 1d6 damage per spell level to the caster.
- **Shocking inspiration:** Probability of failure becomes 10% and time of research is halved, in any magical research related to lightning.

### **Golden Hairpin**

An extremely rare accessory worn in the hair by spell casters.

---

- **Magic pool:** Wearer becomes able to memorise two additional spells of **1st**, **2nd**, **3rd** and **4th** spell levels.
- **Resistance:** Wearer gains a **+2 bonus** on saving throws against magical silence.

### **Goldfish Earring**

An accessory for one of the ears in the shape of a small goldfish to filter listened information.

---

- **Listening:** The wearer gains the ability to understand information in any language, including coded messages. No ability to speak unknown languages is conferred.

### **Golem's Clay Ball**

A 6" diameter mass of clay in a basket that moulds itself into a golem in order to help its master.

---

- **Master:** An arcane or divine spell caster only.

**Usage:** The items may be used as follows:

- **Frequency:** May only be used once per day.
  - **Before use:** The mass of clay must be prepared. This takes one round.
  - **Morphed clay golem:** The mass of clay becomes a 8 HD golem to do its master's bidding.
  - **Return to original form:** After 3 turns, if hp is reduced to 0 or if the golem is dispelled by *Dispel Magic* or *Dispel Evil*.
- 

### **Morphed Clay Golem**

8' tall humanoid statues of morphed clay.

---

**AC** 4 [15], **HD** 8\* (36hp), **Att** 1 × fist (1d10 + curse), **THACO** 12 [+7], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Neutral, **XP** 1,200, **TT** None

---

- **Weapon immunity:** Only harmed by blunt weapons.
- **Energy immunity:** Unharmed by fire and cold.
- **Curse:** Damage inflicted can only be healed by a divine spell caster of 7th level or higher.

### **Growstone**

A polished, roughly hewn piece of decorative stone (e.g. agate) which grants its owner with a faster evolution.

---

- **XP modifier:** The character has a **+10% bonus** to its gain of XP.

### **Guts Headband**

A white cloth headband worn by resilient ones.

---

- **From the gusts:** If the wearer's current hit points is 2 or more and would be killed by an attack, there's a **1-in-4 chance** to survive with 1 hit point instead.
- **Human martial:** **2-in-4 chance** to survive.

### **Hermit Beans**

Green savoury beans that can only be cultivated by immortal sages. 1d3 beans are usually found inside a small pouch.

---

- **Wounds:** A bean restores a person's hit points to its maximum.
- **Panacea:** A bean cures any disease, poison and other conditions.
- **Nourishment:** Sustains a person for 7 days (no need to eat or drink).

### **Hourglass Amulet**

An amulet with a small hourglass inside to improve speed reaction.

---

- **Initiative:** The wielder always acts first in the round, as if they had won initiative.
- **Usage frequency:** May be used at most once per hour.

### **Lesser Dark Magatama**

A piece of black stone to empower arcane spell casters.

---

- **Exclusive to:** Arcane spell casters.
- **Once per day:** Wielder can memorize a **1st** or **2nd** level spell.
- **After use:** The magatama has **2-in-10 chances** to crackle and become utterly useless.

### **Lesser Light Magatama**

A piece of white stone to empower divine spell casters.

---

- **Exclusive to:** Divine spell casters.
- **Once per day:** Wielder can memorize a **1st** or **2nd** level spell.
- **After use:** The magatama has **2-in-10 chances** to crackle and become utterly useless.

### **Ligyron's Greaves**

Greaves from an ancient elite hero.

---

- **Human martial:** Are the only ones allowed to use it.
- **Movement:** Movement rate is doubled.
- **Attacks:** The number of attacks per round the character can make is doubled.
- **Attacking the heel:** **AC 0 [19]**. May be targeted by missile attacks. If hit, it **deals triple damage to the wearer** (not cumulative with other Ligyron's items).

### **Ligyron's Helmet**

Helmet from an ancient elite hero.

---

- **Human martial:** Are the only ones allowed to use it.
- **Ward:** +2 bonus to all saving throws against spells, rods or staves.
- **Magic damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)
- **Attacking the heel:** **AC 0 [19]**. May be targeted by missile attacks. If hit, it **deals triple damage to the wearer** (not cumulative with other Ligyron's items).

### **Magic Mushroom**

Red magical mushroom which can change a person's size. 1d3 mushrooms are usually found together.

---

- **Bite:** When a mushroom is bitten, a character doubles in size and gains the following powers:
  - 1. Damage:** The damage inflicted by the character's attacks is doubled.
  - 2. Load:** The amount of weight the character can carry is doubled.
- **Original size:** The character returns to normal after 2 turns or if hit.

### **Magma Boots**

Boots crafted in a living inferno.

---

- **Magma and fiery surfaces:** Walk without sinking or melting.



### **Necklace of Body Double**

A beautifully crafted necklace with small crystals to create a mirror image of its wearer for 1 minute.

---

- **Behaviour:** The mirror image looks and behaves exactly as the wearer.
- **Attacks on the wearer:** Destroy one of the mirror images (even if the attack misses).
- **Frequency:** May be used at most once per hour.

### **Number One Coin**

A golden coin of a unique beauty that brings fortune to its holder.

---

- **Fortune bringer:** Increases the chance of finding coins among hoards (A-O) and group treasures (U-V) in 10%.

### **Opal Circlet**

Precious circlet made by dwarves. Grants the wearer protection against acid.

---

- **Normal acid:** Unharmed by non-magical acid.
- **Save bonus:** Gain a **+2 bonus** to all saving throws versus acid-based magical or breath attacks.
- **Acid-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

### **Peach Wood Sword**

A wooden device to drive off evil influence.

---

- **Divine spell casters:** Using the sword grants the following powers:
  1. **Weapon:** Against evil spirits, undead and demonkind may be used as a normal **sword +2**. It's treated as a blunt weapon.
  2. **Evil spirits, undead and demonkind hit:** Instantly banished or destroyed. The monster may **save versus spells (with a -2 penalty)** to avoid banishment or destruction. If the monster's save succeeds, it flees.
  3. **Dispel:** Effects or spells from evil spirits, undead or demonkind over a being or object touched by the sword.

### **Pill of Hangover**

A small pouch with pills effective against drunk numbness.

---

- **Pouch contains:** 2d6 pills.
- **If consumed:** Effects of alcoholic hangover disappears.

### **Pillow of Invigoration**

A cushion which provides good dreams and nice resting.

---

- **Doubles:** Hit points restored with a night's sleep.
- **Halves:** The time required to memorise new spells.

### **Quiver of Holding**

A apparently common quiver, created by a war mage to magically contain a whole variety of weaponry.

---

- **Compartments:** The quiver has three compartments to hold:
  1. **Ammunition (arrows, bolts):** Up to 100.
  2. **Thrown weapons (javelins, daggers):** Up to 50.
  3. **Main weapons (swords, bows):** Up to 10.
- **Quick draw:** Any weapon or ammunition as if doing so from a regular quiver or scabbard.
- **Weight:** Up to 2,000 coins of weight can be placed in the quiver.
- **When full:** The quiver weighs 100 coins.

### **Robe of the Magi**

A cheap version of the fabulous Robe of the Archimagi.

---

- **Robe's alignment:** When found, roll 1d20 to determine the robe's alignment: 1–9: lawful, 10–15: neutral, 16–20: chaotic.
- **Character's alignment:** Upon donning the robe, an arcane spell caster whose alignment differs from that of the robe suffers 3d3 damage and changes alignment to that of the robe.
- **Arcane casters:** Donning a robe grants the following powers:
  - Protection:** AC 7 [12].
  - Saves:** +1 bonus to all saving throws against magic.
  - Spell empowerment:** When the character casts *Charm*, *Hold*, or *Polymorph* spells, the target suffers a –2 penalty to the saving throw.

### **Ruby Circlet**

Precious circlet made by dwarves. Grants the wearer protection against fire.

---

- **Normal fire:** Unharmed by non-magical fire.
- **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

### **Sapphire Circlet**

Precious circlet made by dwarves. Grants the wearer protection against cold.

---

- **Normal cold:** Unharmed by non-magical cold.
- **Save bonus:** Gain a +2 bonus to all saving throws versus cold-based magical or breath attacks.
- **Cold-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

### **Scabbard of Strengthening**

A jet-black scabbard in golden details and ornated with gems that hones the potential of bladed weapons.

---

- **Adapts:** To store any bladed weapon inside.
- **Enhancing scabbard:** The first melee attack that hits with a weapon that was stored inside deals an additional damage.
- **Resheath:** Takes 1 turn to enhance the blade again.

### **Scarf of the Helping Hand**

A long scarf with one of its ends in the shape of a hand. Helps its wearer to do lots of things. Stretchy and durable.

---

- **Useful hand:** The magical knitted hand can perform various tasks (e.g. hold a torch, open a door).
- **Can't:** Attack or use magic items.
- **Range:** 20'
- **Can hold:** Up to 100 coins of weight.

### **Shoes of the Tiny Ones**

An apparently common pair of shoes to short people.

---

- **Fake height:** Anyone wearing looks 1' taller. Some may look a little weird.

### **Silenus' Wineskin**

A skin full of sweet red wine of a bohemian god.

---

- **Everflowing:** The wine that's inside never ends.
- **Any who drinks:** More than 1 pint of the wine must **save versus poison** or gets drunk for 3d6 turns.

### **Skullclamp**

Cursed headgear which causes the wearer to become an enraged mad dog.

---

- **Wearing:** The headgear constricts and attaches around the character's head, inflicting 2 points of damage per round.
- **Killing spree:** The victim attacks anyone around it with **+3 attack and damage bonuses**. Cannot cast spells.
- **Removing:** The headgear can only be removed with magic (e.g. **Remove Curse**).
- **If the character dies:** The headgear remains constricted in place until the corpse has rotted away (about 1 month). It then loosens, ready for another victim.

### **Smouldering Ruby Egg**

An ebony egg with glittering ruby-coloured veins. It's said that when it finally hatches, something impressive shall happen.

---

- **The egg:** Whenever the egg's owner is harmed by an enemy, it will rock with the veins glowing brighter.
- **The tenth time owner gets harmed:** Roll 1d20:  
1-19: Nothing happens and the count resets.  
20: The egg hatches and bursts into 8d12 rubies (1,000 gp value each).

### **Snowflake Boots**

White boots that are perfect for cold climates.

---

- **Snow surface:** Walk without sinking or slowing.
- **Ice surface:** Walk without breaking or sliding.

### **Spider Armlet**

A crimson armlet in pearly white web pattern. Allows a man to do some things a spider can.

---

- **Web Launch:** Cast **Web**, per the magic-user spell.
- **Web frequency:** May not be used more than once per turn.
- **Arachne symbol:** **+2 bonus** to all saving throws against spiders, scorpions and driders.

### **Tide Jewel**

A crystalline jewel to help sea travels. A gift from the sea dragon king.

---

- **Calm waters:** Vessels are not affected by gales and storms during the travel.
- **Miles per day in water:** The number of miles a creature or vessel can travel in a day is determined by dividing its base movement rate by two.
- **Wandering monsters:**
  1. **Frequency:** At most once per day.
  2. **Chance of encounters:** **1-in-6** on oceans or rivers.
  3. **Distance:** Wandering monsters are always encountered 4d6 × 10 yards away.

### **Topaz Circlet**

Precious circlet made by dwarves. Grants the wearer protection against gas.

---

- **Normal gas:** Unharmed by non-magical gas, steam, etc.
- **Save bonus:** Gain a **+2 bonus** to all saving throws versus gas-based magical or breath attacks.
- **Gas-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

### **Weaven Silk Shirt**

Incredible shirt made of silk to protect the vulnerable.

---

- **Cloth:** If unarmoured, grants **AC 6 [13]** to the wearer.
- **Resilience:** **+1 AC bonus** If wearer is attacked by blunt attacks.

### **Weaven Web Shirt**

Incredible shirt made of web to protect the vulnerable.

---

- **Cloth:** If unarmoured, grants **AC 6 [13]** to the wearer.
- **Resilience:** **+1 AC bonus** If wearer is attacked by blunt attacks.

## **Wind Guardian's Sack**

A large sack to release the forces of gales. Looks like a common bag full of grains or treasure.

---

• **Gales:** Roll 1d4 to release:

**1. Home Winds:** Releases winds that send the ones who opened the sack back to their last resting place.

**2. Wind Geyser:** A random 6 or less HD creature is launched 100' upward (**save versus death** to halve the height').

**3. Enraged winds:** 90' long wind cone. 2' wide at the mouth, 30' wide at far end. Creatures with less than 3HD swept are aside (**save versus death**).

**4. Tornado:** 120' tall, 40' wide at top, 10' wide at base. Moves at 240' (80'). 3d12 damage to all in path and then disappears. Creatures with less than 5 HD are slain (**save versus death**).

• **After release:** The sack is ripped into shreds.

# POTIONS

- ★ **Potion of Absorption**
- ★ **Potion of Acid Breath**
- ★ **Potion of Anti-Magic**
- ★ **Potion of Antivenom**
- ★ **Potion of Arcane Comprehension**
- ★ **Potion of Blindness**
- ★ **Potion of Clarity**
- ★ **Potion of Cold Breath**
- ★ **Potion of Cold Resistance**
- ★ **Potion of Deterioration**
- ★ **Potion of Extra-Healing**
- ★ **Potion of Fire Breath**
- ★ **Potion of Infravision**
- ★ **Potion of Insomnia**
- ★ **Potion of Invulnerability**
- ★ **Potion of Life Persistence**
- ★ **Potion of Lightning Breath**
- ★ **Potion of Lightning Resistance**
- ★ **Potion of Love**
- ★ **Potion of Macro-Healing**
- ★ **Potion of Madness**
- ★ **Potion of Mess**
- ★ **Potion of Necrophagy**
- ★ **Potion of Nutrition**
- ★ **Potion of Panacea**
- ★ **Potion of Paralysis**
- ★ **Potion of Petrification**
- ★ **Potion of Poison Breath**
- ★ **Potion of Silence**
- ★ **Potion of Silver Tongue**
- ★ **Potion of Stonebreak**
- ★ **Potion of Truth**
- ★ **Potion of Weakness**

### **Potion of Absorption**

Grants protection against a kind of energy.

---

- **Chooses the energy to be absorbed:** Fire, lightning, cold, gas or acid.
- **Absorption:** Character ignores 10 points of damage per round.

### **Potion of Acid Breath**

Grants the power to use a breath weapon like a black dragon.

---

- **Frequency of use:** Up to 3 times.
- **Area:** A line of acid: 5' wide, 30' long.
- **Damage:** All caught in the area suffer damage equal to half the character's current hit points (rounded up). A **save versus breath** is allowed for half damage.

### **Potion of Anti-Magic**

Dispels magic of a certain kind.

---

- **Negates:** *Charm*, *Geas* and curses.

### **Potion of Antivenom**

Has one of two effects on the character who drinks it:

---

- **Prevents poisoning:** For the potion's duration.
- **Curing poisoning:** Poisoning effects are negated. A character who has died from poisoning can be revived, if potion is drunk within ten rounds.

### **Potion of Arcane Comprehension**

Grants two effects on the character who drinks it:

---

- **Understanding:** This works in the same way as the magic-user spell *Read Magic*. The standard potion duration applies.
- **Scribe:** Copy spells from a source to spell book without failure.

### **Potion of Blindness**

Appears the same as any other potion.

---

- **Effect:** Causes blindness for the potion's duration, without a saving throw.
- **Sipping:** Even a sip has the full effect.

### **Potion of Clarity**

Releases from mind-affecting spells.

---

- **Negates:** *Confusion* and *Feeblemind* spells.

### **Potion of Cold Breath**

Grants the power to use a breath weapon like a white dragon.

---

- **Frequency of use:** Up to 3 times.
- **Area:** A cone of cold: 15' wide at the far end, 20' long.
- **Damage:** All caught in the area suffer damage equal to half the character's current hit points (rounded up). A **save versus breath** is allowed for half damage.

### **Potion of Cold Resistance**

Grants protection against cold.

---

- **Normal cold:** Unharmed by non-magical cold.
- **Save bonus:** Gain a **+2 bonus** to all saving throws versus cold-based magical or breath attacks.
- **Cold-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

### **Potion of Deterioration**

Appears the same as any other potion.

---

- **Effect:** Destroys a character's equipment in possession.
- **Magic items in possession:** Makes a **save versus spells** using the character's saving throw values to survive. Items that grant a bonus in combat (e.g. magical weapons and armour) apply this bonus to the saving throw.

### **Potion of Extra-Healing**

Restores 3d6+3 hit points of damage. This cannot grant more hit points than the subject's normal maximum.

---

- **Small doses:** At the referee's discretion, a *Potion of Extra-Healing* may be consumed in three smaller doses, each one restoring 1d6+1 hit points of damage.

### **Potion of Fire Breath**

Grants the power to use a breath weapon like a red dragon.

---

- **Frequency of use:** Up to 3 times.
- **Area:** A cone of fire: 15' wide at the far end, 20' long.
- **Damage:** All caught in the area suffer damage equal to half the character's current hit points (rounded up). A **save versus breath** is allowed for half damage.

### **Potion of Infravision**

Drinking this potion grants infravision 60'.

---

- **Small doses:** At the referee's discretion, a potion of invisibility may be consumed in six smaller doses, each with a reduced duration.
- **Demihumans:** Unaffected.

### **Potion of Insomnia**

Prevents induced sleeping and magical numbness.

---

### **Potion of Invulnerability**

Characters of a combat-focused, non-magic using class (e.g. dwarf, fighter, halfling) who drink this potion is granted invulnerability.

---

- **Unharmd by:** Non-magical attacks from 4 HD or lower creatures.
- **Half damage from:** Non-magical attacks from 4+1 HD or higher creatures.
- **Resistance:** +2 bonus to all saving throws.

### **Potion of Life Persistence**

Has one of two effects on the character who drinks it:

---

- **Prevents:** Instant death and disintegration effects.
- **Restores a character:** From Instant death and disintegration effects.

### **Potion of Lightning Breath**

Grants the power to use a breath weapon like a blue dragon.

---

- **Frequency of use:** Up to 3 times.
- **Area:** A line of lightning: 5' wide, 30' long.
- **Damage:** All caught in the area suffer damage equal to half the character's current hit points (rounded up). A **save versus breath** is allowed for half damage.

### **Potion of Lightning Resistance**

Grants protection against lightning.

---

- **Normal lightning:** Unharmd by non-magical lightning.
- **Save bonus:** Gain a **+2 bonus** to all saving throws versus lightning-based magical or breath attacks.
- **Lightning-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

### **Potion of Love**

Appears the same as any other potion.

---

- **Effect:** Charms the drinker to become infatuated for the first creature on sight.
- **Sipping:** Even a sip has the full effect.

### **Potion of Macro-Healing**

Restores 6d6+6 hit points of damage. This cannot grant more hit points than the subject's normal maximum.

---

- **Small doses:** At the referee's discretion, a **Potion of Macro-Healing** may be consumed in six smaller doses, each one restoring 1d6+1 hit points of damage.

### **Potion of Madness**

Appears the same as any other potion.

---

- **Effect:** Causes the drinker to fiercely attack anyone in sight for 1d6 rounds.
- **Sipping:** Even a sip has the full effect.

### **Potion of Magic Resistance**

Raises drinker's ward.

---

- **Effect:** +4 bonus against all saving throws against magic.

### **Potion of Mess**

Character's mind becomes utterly confused.

---

- **Turmoil:** Roll 1d4 to know the potion effect for its duration:

- 1: Can't do any actions.
- 2: See allies as enemies.
- 3: Give away its weapon or magic items.
- 4: Wander off at referee's discretion.

- **Sipping:** Even a sip has the full effect.

### **Potion of Necrophagy**

Grants protection against unfit food and drink.

---

- **Vulture habits:** Poisoned, rotten, spoiled, or contaminated food and drinks may be consumed safely.

### **Potion of Nutrition**

Grants enough sustain for a week without food or water.

---

### **Potion of Panacea**

Cures the character of any disease. This works in the same way as the cleric spell *Cure Disease*.

### **Potion of Paralysis**

Appears the same as any other potion.

---

- **Effect:** Causes paralysis for the potion's duration, without a saving throw.
- **Sipping:** Even a sip has the full effect.

### **Potion of Petrification**

Appears the same as any other potion.

---

- **Effect:** Causes petrification (**save vs petrify**).
- **Sipping:** Even a sip has the full effect.

### **Potion of Poison Breath**

Grants the power to use a breath weapon like a green dragon.

---

- **Frequency of use:** Up to 3 times.
- **Area:** A cloud of poison gas: 10' wide, 15' long.

- **Damage:** All caught in the area suffer damage equal to half the character's current hit points (rounded up). A **save versus breath** is allowed for half damage.

### **Potion of Silence**

Appears the same as any other potion.

---

- **Effect:** Causes muteness (conversation and spell casting are impossible) for the potion's duration, without a saving throw.
- **Sipping:** Even a sip has the full effect.

### **Potion of Silver Tongue**

Grants the power to speak and understand any language within 60'.

---

### **Potion of Stonebreak**

Has one of two effects on the character who drinks it:

---

- **Prevents petrification:** For the potion's duration.
- **Curing petrification:** Petrification effects are negated.

### **Potion of Truth**

The drinker becomes unable to lie.

---

### **Potion of Arcane Comprehension**

This works in the same way as the magic-user spell *Water Breathing*.

### **Potion of Weakness**

Appears the same as any other potion.

---

- **Effect:** Causes the one who drinks **STR being reduced to 3** for the potion's duration.
- **Sipping:** Even a sip has the full effect.



# RINGS

- ✦ Ring of Alignment Changing
- ✦ Ring of Arachnid
- ✦ Ring of Bone
- ✦ Ring of Cat's Eye
- ✦ Ring of Clear Thought
- ✦ Ring of Curse Solving
- ✦ Ring of Dullness

- ✦ Ring of Featherfall
- ✦ Ring of Gaze Turning
- ✦ Ring of Magic Resistance
- ✦ Ring of Memory
- ✦ Ring of Rebirth
- ✦ Ring of Silence
- ✦ Ring of Stonebreak
- ✦ Ring of Wizardry

### **Ring of Alignment Changing**

A cursed ring that shifts its wearer's behaviour.

---

- **Effect:** Causes the wearer's alignment to change. The new alignment is determined at random.
- **Removing:** The ring cannot be removed, once worn.
- **Dispelling:** The curse can be removed by magic (e.g. *Remove Curse*), or (at the referee's option) by performing a special quest.

### **Ring of Arachnid**

Blessed by the spider queen.

---

- **Cling:** Can walk on walls and ceilings.
- **Immunity:** To spider poison.
- **In webs:** Cannot be entangled and moves at full speed.

### **Ring of Bone**

Carved with a skeleton bone.

---

- **Negates:** Energy drain from undead or spells.
- **Charges:** After 2d6 energy drains are negated, the ring loses its power.

### **Ring of Cat's Eye**

Grants infravision to 60'.

---

- **Demihumans:** With infravision are not affected.

### **Ring of Clear Thought**

Protects against mental harming.

---

- **Immune to:** Mind-affecting spells (e.g. *charm*, *hold*, *sleep*).

### **Ring of Curse Solving**

Wards the wearer against curses.

---

- **Negates:** A curse that would affect its wearer.
- **Charges:** After 2d6 curses are negated, the ring loses its power.

### **Ring of Dullness**

A cursed ring that weakens its wearer.

---

- **Effect:** Within 6 rounds of putting the ring on, the wearer's **WIS is reduced to 3**.
- **Removing:** The ring cannot be removed, once worn.
- **Dispelling:** The curse can be removed by magic (e.g. *Remove Curse*), or (at the referee's option) by performing a special quest.

### **Ring of Featherfall**

Grants protection against falling.

---

- **Falling damage:** 1 point of damage per 30' fallen.

### **Ring of Gaze Turning**

Gaze effects on the wearer of this ring are reflected back onto the caster.

---

- **Charges:** After 2d6 gaze effects are reflected, the ring loses its power.

### **Ring of Magic Resistance**

Raises the wearer's magical ward.

---

- **Effect:** **+2 bonus** against all saving throws against magic.

### **Ring of Memory**

Invaluable ring for spell casters.

---

- **Once per day:** Spell caster can memorize a spell cast that day.

### **Ring of Rebirth**

A ring crafted by an immortal.

---

- **Prevents:** Instant death and disintegration effects.
- **If hp is reduced to 0 or less:** Character returns to life with half its hit points. After this, the ring loses this power.

### **Ring of Silence**

A cursed ring that silences its wearer.

---

- **Effect:** Causes muteness (conversation and spell casting are impossible).
- **Removing:** The ring cannot be removed, once worn.
- **Dispelling:** The curse can be removed by magic (e.g. *Remove Curse*), or (at the referee's option) by performing a special quest.

### **Ring of Stonebreak**

A golden ring against flesh to stone.

---

- **Prevents:** Petrifying effects.

### **Ring of Wizardry**

Doubles the number of spells a magic-user can memorise in a day.

---

- **At the beginning of the day:** Roll a d100:

#### **Ring of Wizardry**

| <b>d100</b> | <b>Spells doubled</b>              |
|-------------|------------------------------------|
| 01 -50      | Doubles 1st level spells           |
| 51 -75      | Doubles 2nd level spells           |
| 76-82       | Doubles 3rd level spells           |
| 83-88       | Doubles 1st, 2nd level spells      |
| 89-92       | Doubles 4th level spells           |
| 93-95       | Doubles 5th level spells           |
| 96-99       | Doubles 1st, 2nd, 3rd level spells |
| 00          | Doubles 4th, 5th level spells      |

# RODS, STAVES, WANDS

- ★ Staff of Bird Catching
- ★ Staff of Conjuring Elementals
- ★ Staff of Continual Healing
- ★ Staff of Fury
- ★ Staff of the Wandering
- ★ Wand of Dueling
- ★ Wand of Knockback

### **Staff of Bird Catching**

A magical staff against sky dwellers.

---

- **Divine magic:** Usable by divine spell casters only.
- **Catches:** A flying creature the wielder can see:
  - Up to 3 HD:** Expends one charge.
  - 3+ to 6 HD:** Expends two charges.
  - 6+ to 12 HD:** Expends four charges.
  - 12+ to 24 HD:** Expends six charges.
  - 24+ or higher HD:** Expends ten charges.
- **Height:** Up to 40' in the air is caught instantly. Higher than this must **save versus spells** with a **-2 penalty** to avoid catching.
- **Catched creature:** Is dragged down:
  - a. Move:** Only at half speed.
  - b. Cannot go:** More than 5' above the ground or 40' away from the staff wielder.
  - c. Cannot harm:** The staff wielder while caught.
- **Concentration:** The catching persists as long as the wielder concentrates and does not move.

### **Staff of Conjuring Elementals**

Has the power to summon a 8 HD *Elemental* from a random elemental plane to do the wielder's bidding.

---

- **Summoned elemental:** A random 8 HD *Elemental* (Roll 1d4: 1: Air, 2: Earth, 3: Fire, 4: Water) is conjured to do the summoner's bidding .
- **Concentration:** Is required to command an elemental.
- **Dismissing:** While control over the elemental is maintained, the wielder may dismiss it at any time, sending it back to its plane of origin.
- **Disruption:** If the wielder moves at more than half speed or its concentration is disturbed, the command over the elemental ends. It is, henceforth, a free-willed entity and will immediately try to kill the caster and any who get in its way.
- **Dispelling:** A conjured elemental may be dispelled by *Dispel Magic* or *Dispel Evil*.
- **No charges:** Does not use charges; may be used an unlimited number of times.

**Restrictions:** The wielder may summon at most one elemental in a single day.

### **Staff of Continual Healing**

Has the power to heal those touched.

---

- **Divine magic:** Usable by divine spell casters only.
- **Effect:** Heals 1d3 hit points with each usage.
- **Usage limit:** Is effective on any individual at most once per hour.
- **No charges:** Does not use charges; may be used an unlimited number of times.

### **Staff of Fury**

An ebony with fuchsia details staff known for influencing its wielder's power lust.

---

- **Arcane magic:** Usable by arcane spell casters only.
- **Damage:** From damage spells is increased by 1 point per damage die rolled. (Each die inflicts a minimum of 2 hit points damage.)
- **Foes:** Saving against spells empowered by the staff suffer a **-1 penalty**.
- **Backlash:** When the last charge of the staff is consumed, unleashes 8d6 of damage against its user.

### **Staff of the Wandering Sage**

Staff to let travelling spell casters go there and back again.

---

- **Expend a charge to:**
  - Foraging:** Expend a charge to find enough food for 1d6+2 human-sized beings.
  - Hunting:** Let the group travel or rest that day.
  - Losing direction:** If the group would lose direction, the referee may reroll.
- **Expend two charges to:**
  - Miles per day:** Determined by dividing base movement rate by three.
  - Forced march:** Characters must rest for half day.
  - Prevent:** Monsters move to encircle the party.

### **Wand of Dueling**

Wand for duelist mages.

---

- **Magistrike:** Has the following powers when aiming with this wand:
  - Ranged attack roll: +2 bonus.**
  - Half cover:** Ignores.
- **No charges:** Does not use charges; may be used an unlimited number of times.

### **Wand of Knockback**

Wand for trickster mages.

---

- **Knockback hex:** Causes 1 point of damage to a target. A damaged foe must **save versus wands** or fall prone, unable to attack until able to stand up again.
- **Range:** 60'
- **Usage limit:** Is effective on any individual at most once per one hour.
- **No charges:** Does not use charges; may be used an unlimited number of times.

# SWORDS

- ✦ Short Sword +1, Shotel
- ✦ Sword +1, Blessed Winds
- ✦ Sword +1, Darksteel
- ✦ Sword +1, Dawnbringer
- ✦ Sword +1, Day
- ✦ Sword +1, Gorgon
- ✦ Sword +1, Maguro
- ✦ Sword +1, Night
- ✦ Sword +3, Safe
- ✦ Sword +1, Treasure
- ✦ Two-Handed Sword -1, Dryhand
- ✦ 2-Handed Sword +1, Horseslayer

### **Shotel Sword +1, Shotel**

Sickle-like curved sword from southern lands.

---

- **Can be thrown:** As a missile weapon (5'–10' / 11'–20' / 21'–30').
- **Grasscutter:** Grants **+1 bonus** on attack rolls against treants (or other plant-based creatures).
- **Druids:** Are allowed to use it.

### **Sword -2, Leech**

Makes its wielder see, in despair, the final blow coming with any hope soon vanishing.

---

- **Melee combat:** The curse activates when the character is in melee.
- **Drain:** 1d6 hit points damage per round, but leaving only 1 hit point at last.
- **If the victim's hit points is 1: CA 9 [10].**
- **Removing:** Once the curse is active, the character cannot remove the sword. The curse can only be removed by magic (e.g. **Remove Curse**).

### **Sword +1, Acala**

An orange shiny blade wielded by a Wisdom King.

---

- **Wiseful:** Wielder gain the following:
  - +1 bonus:** On saving throws against mind-affecting magic.
  - Wisdom modifier:** May be added to attack and damage rolls.
- **Mind purifier:** The wielder is unaffected by *fear*, *charm* and other mind-based effects. If a creature is touched with the sword's point will be released of the same effects.
- **Type of sword:** Short and normal swords.

### **Sword +1, Blessed Winds**

Pale blade made from tears of winds and gales.

---

- **Soaring:** Grants **+3 bonus** on attack rolls against pegasi, hippogriffs, and rocs (or other bird-like creatures).
- **Empty blades:** On an **attack roll of 18 or higher:** Rather than normal damage roll, may deal 4d4 in creatures within 5' radius. STR modifier doesn't apply.

### **Sword +1, Darksteel**

Beyond time forged sword.

---

- **Indestructible:** Can't be destroyed by natural or magical means.

### **Sword +1, Dawnbringer**

Sword to cut through the dreadful darkness.

---

- **Casts light:** In 30' radius as bright as daylight, on command.
- **Dusk vanish:** Grants **+3 bonus** vs undead, devils and shadows.
- **Dawn time:** On an **attack roll of 18 or higher** has two effects:
  1. Against undead, devils and shadows of 4 HD or less: **Save versus death** or be fulminated.
  2. Other creatures: **Save versus spells** or it's blinded by 1d4 turns. Blinded creatures cannot attack.

### **Sword +1, Day**

A daytime magic sword.

---

- **"Plus" bonus:** During daytime only.

### **Sword +1, Gorgon**

Greyish sword forged in a gorgon's breath.

---

- **Petrify:** A successful hit of **natural 18 or higher:** turns to stone for 1d4 rounds (**save versus petrify**).
- **Gorgon's ward:** **+2 bonus** on saving throws against petrifying.

### **Sword +1, Maguro**

Deadly to fish and aquatic beings (e.g. octopuses, whales, etc.).

---

- **Used against aquatic beings:** Acts as a **+3 sword**.
- **Used against fish:** Acts as a **+3 sword** and **inflicts double damage**.

### **Sword +1, Night**

A nighttime magic sword.

---

- **"Plus" bonus:** During nighttime only.



### **Sword +3, Safe**

Sword safe for training.

---

- **Blunt:** Although being a sword, it's a blunt weapon.
- **Safe blow:** Creatures hit suffer subdual damage only.
- **Coup de grâce:** Deals double damage on creatures with less HD than wielder.

### **Sword +1, Treasure**

Quicksilver-like sword of wealth and luxury.

---

- **Golden breach:** Each point of damage dealt by the sword becomes a gold piece (gp).
- **Gem breach:** On a natural 20: Each point of damage dealt by the sword becomes a gem (see *Gems* to know value).

### **Two-Handed Sword -1, Dryhand**

Cursed sword to ruin a swordsman career.

---

- **Dead hands:** The curse activates when the character is in melee: User's hand become like those a corpse and cannot attack or perform any task,
- **Removing:** Once the curse is active, the character cannot remove the sword. The curse can only be removed by magic (e.g. *Remove Curse*).

### **2-Handed Sword +1, Duskwatch**

Enchanted sword from a vicious underworld liege.

---

- **Reinforcement:** If more than one creature attacks the wielder in the same round, summon 1d4 *Duskwatch Soldiers*.

### **Duskwatch Soldier**

Skeletal remains of humanoids, reanimated as guardians by an underworld liege. The Duskwatch Sword's wielder is their commander.

---

**AC** 7 [12], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 10, **TT** None

---

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. *poison*). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Magic sword scions:** Weapon attacks are considered as magical weapon attacks.
- **Disappear:** After following an order from their commander in battle, the soldiers fade away.

### **2-Handed Sword +1, Horseslayer**

Deadly to mounts and their riders.

---

- **Used against the rider:** Acts as a +3 sword.
- **Used against the mount:** Acts as a +3 sword and inflicts double damage.

# WEAPONS

- ★ Bow +1, Piercer
- ★ Bow +1, Piercer
- ★ Chakram +2, Vorpal
- ★ Club +2, Rock Baboon
- ★ Dagger +1, Darksteel
- ★ Dagger +1, Mind Break
- ★ Dagger +1, Petrifying
- ★ Dagger +2, Rondel
- ★ Knuckles +1, Wardbreak
- ★ Mace +1, Darksteel
- ★ Scythe +2, Deathtouch
- ★ Spear +1, Darksteel
- ★ Staff +1, Darksteel
- ★ Staff +3, Gold-Banded
- ★ War Hammer +1, Darksteel
- ★ War Hammer +1, Quake

### **Axe +1, Amorphous**

Made of a special metal to fit its wielder's needs.

---

- **On command:** Transforms into a hand axe or battle axe.

### **Axe +1, Butcher**

Chops animal meat for a delicious dish.

---

- **3HD or less animals:** If the attack hits, the foe is slain (**save versus death**).
- **After killing:** For 2 rounds, animals with 3HD or less within 30' must **save versus spells** or flee for 5 rounds.

### **Axe +1, Darkteel**

Beyond time forged axe.

---

- **Indestructible:** Cannot be destroyed by natural or magical means.

### **Boomerang +1, Storm**

Boomerang that provokes thunderclaps.

---

- **Stun blow:** On a missile attack roll of **natural 19 or 20**, the target must **save versus paralysis** or be stunned for 1d4 rounds.
- **Restrictions:** Creatures without a head are unaffected. Some creatures with heads (e.g. constructs, elementals) are not stunned.

### **Bow +1, Avenger**

Punishes the ones that went against a companion.

---

- **Acts as a +3 bow:** Against a creature that harmed an ally last round.

### **Bow +1, Darksteel**

Beyond time forged bow.

---

- **Indestructible:** Cannot be destroyed by natural or magical means.

### **Bow +1, Piercer**

Bow developed to shoot in order to break defences.

---

- **On a hit:** May impose a **-1 penalty** to the target's AC.
- **Bow:** Loses its "plus" for 1 hour if a penalty is imposed.

### **Bow +1, Piercer**

Improves someone's shooting prowess.

---

- **Range:** (5'-140' / 141'-280' / 281'-420')

### **Chakram +2, Vorpai**

Bladed wheel to sever heads wielded by skilful wielders.

---

- **Used by:** Martial or roguish classes only.
- **Severing:** On a missile attack roll of **natural 19 or 20**, the target is decapitated. Against larger than human-sized targets or targets of solid stone or metal, **only a natural 20**.
- **Restrictions:** Creatures without a head are unaffected. Some creatures with heads (e.g. constructs, elementals) are not killed by decapitation.

### **Club +2, Rock Baboon**

Club made of stone and bones to smash and crack skulls.

---

- **Dizzy blow:** Human-sized or smaller creatures hit have **-2 penalty** on its next attack roll.

### **Dagger +1, Darksteel**

Beyond time forged dagger.

---

- **Indestructible:** Can't be destroyed by natural or magical means.

### **Dagger +1, Mindbreak**

Dagger effective against scholars.

---

- **If an arcane spell caster is hit:** Must **save versus spells (at a -2 penalty)** or become an imbecile, unable to think clearly or cast spells for 1d4 rounds.

### **Dagger +1, Petrifying**

Magical dagger to imprison foes.

---

- **Petrification:** Creature hit is turned to stone (**save versus petrify**).
- **The dagger:** Dissolves in contact and is lost.
- **1d4 hours after petrification:** If touched by someone, the creature returns to normal.

### **Knuckles +1, Wardbreak**

Punches through magic barriers.

---

- **Ward through:** Anyone hit suffers a **-2 penalty** on saves versus magic for 1d3 rounds.

### **Dagger +2, Rondel**

Thin dagger to stab armoured foes.

---

- **Armour pierce:** **+2 bonus** on attack rolls against enemies with AC 3 [16] or better.

### **Mace +1, Darksteel**

Beyond time forged mace.

---

- **Indestructible:** Cannot be destroyed by natural or magical means.

### **Scythe +2, Deathtouch**

Has the power to reap the souls of living creatures.

---

- **Death sentence:** **On a natural 13** or higher attack roll, the target must **save versus spells** or have their soul reaped (instant death). If the save succeeds, the scythe inflicts normal damage.
- **Charges:** The scythe can reap 2d6+1 souls in total. Once this many souls have been reaped, it becomes a normal magical **scythe +2**.
- **Restrictions:** Non-living creatures are unaffected.

### **Spear +1, Darksteel**

Beyond time forged spear.

---

- **Indestructible:** Cannot be destroyed by natural or magical means.

### **Staff +1, Darksteel**

Beyond time forged staff.

---

- **Indestructible:** Cannot be destroyed by natural or magical means.

### **Staff +3, Gold-Banded**

A marvellous staff, banded with gold at each tip. The staff has the power to grow and shrink on command.

---

- **Minimum STR:** Only characters of **16 STR or higher** can wield the staff.
- **Size:** The staff can be any length between 1" and 200'.
- **Reach:** The wielder can attack foes at up to the staff's length distant.

### **War Hammer +1, Darksteel**

Beyond time forged hammer.

---

- **Indestructible:** Cannot be destroyed by natural or magical means.

### **War Hammer +1, Quake**

Hammer to create earth tremors.

---

- **Minimum STR:** Only characters of **16 STR or higher** can wield the hammer.
- **Quake:** Character may hit the ground and any other creatures in 40' suffers 3d8 damage and must **save versus death** or fall prone, unable to attack until able to stand up again. Creatures not touching the ground are unaffected.
- **Password:** Character may shout an agreed word **before the quake** to let its allies jump and avoid.
- **Frequency of quake:** The hammer may quake the earth at most 1 time in the space of 1 turn (i.e. 1 time per combat).

# SPELLS

A variety of spells to expand the spells available.

- **Adding:** The spells below may be added normally at the spells available to arcane and divine spell caster or be acquired through **Magical Research**.
- **Origins:** The majority of spells listed are from the first editions of *Dungeons & Dragons* with some adaptations.
- **New spells:** New spells crafted are specified with a ✂ at the right side of the spell name.
- **Reversed spells:** Reversible spells are specified with a ↶ at the left side of the spell name.
- **Abbreviations:** **C:** Cleric, **D:** Druid, **I:** Illusionist, **MU:** Magic-User

## CLERIC SPELLS

### 1st LEVEL SPELLS

Aid  
Humble Pebbles ✂  
Invisibility to Undead

### 2nd LEVEL SPELLS

Chant  
Death Recall ✂  
Drag from Death's Door  
Healing Splash ✂  
Slow Poison  
Translate

### 3rd LEVEL SPELLS

Animate Dead  
Cure Blindness  
↶ Blindness  
Death Ward  
Dispel Magic  
Feign Death  
Speak with Dead  
Tongues

### 4th LEVEL SPELLS

• Blessed Guard ✂  
↶ Blighted Guard  
• Restore  
↶ Energy Drain  
Lower Water  
Sacrificial Resurrection

### 5th LEVEL SPELLS

Cureall  
Cure Critical Wounds  
↶ Cause Critical Wounds  
Heal  
Heavenly Grace Shield ✂  
Part Water  
Truesight

## 1st LEVEL SPELLS

### **Aid**

**Duration:** 6 turns

**Range:** The caster or a creature touched

---

A living subject touched gains bonus hit points.

- **Bonus hit points:** Subject gains a number of bonus hit points equal to  $1d6+1$ .
- **Any damage suffered:** Is subtracted first from the bonus hit points.
- **When the duration ends:** If any of the bonus hit points remain, they disappear.
- **Higher level casters:** May give more bonus hit points: an additional  $1d6+1$  per five experience levels the caster has gained (i.e.  $2d6+2$  at 6th–10th level,  $3d6+3$  at 11th–15th level, etc.).

### **Humble Pebbles**

**Duration:** Permanent

**Range:** Touch

---

Consecrate  $1d6$  sling stones to be used against a certain type of creature (e.g. goblins, kobolds, undead).

- **Against the chosen creature:** Gains the following if used by the caster:
  - +1 on missile attack roll.**
  - +3 on damage roll.**
  - Considered as a magical attack.**
- **Loses effectiveness:** After 1 day.

### **Invisibility to Undead**

**Duration:** 1 turn per level

**Range:** The caster or a creature touched

---

This spell renders the subject undetectable to all senses (smell, sight, hearing) of undead and able to wander among them completely unnoticed.

- **Breaking the invisibility:** If a subject attacks or casts a spell, the invisibility is broken for that subject.
- **Turning undead:** Not possible while invisible.
- **4 HD or higher undead:** Are allowed to **save versus spells**, if successful, are unaffected.

## 2nd LEVEL SPELLS

### **Chant**

Duration: Concentration

Range: 30'

---

This spell grants the caster to influence other living creatures.

- **Allies:** Gain a +1 bonus to attack, damage, saving throws.
- **Foes:** Suffer a -1 penalty to attack, damage, saving throws.
- **Concentration:** The Chant persists as long as the caster concentrates on the spell and does not move.

### **Death Recall**

Duration: 1 turn

Range: Corpse touched

---

Upon casting this spell and touching the body of a creature which has died within the last 24 hours, the caster experiences a vision of the last 10 minutes of the creature's life, ending with its demise:

- **Trance:** While witnessing the deceased creature's last moments of life, the caster is in a trance state, unable to move or perceive their surroundings.

### **Drag From Death's Door**

Duration: Instant

Range: Creature touched

---

A subject killed by damage (i.e. not by poison, disintegration, etc.) within the last 3 rounds is dragged back from the brink of death.

- **Weakness:** Returning from death is an ordeal. Until the subject gets two full weeks of bed rest, they have 1 hit point, move at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.
- **Bargain:** In return for cheating death, the cleric suffers 1d6 damage and the subject suffers a permanent loss of one point from a random ability score.

### **Healing Splash**

**Duration:** Instant

**Range:** Holy water throwing

---

Launches a vial of holy water over an ally to heal it.

- **Missile attack roll:** Is not required if the target is willing to be hit.
- **Heals:** **1d4+1 hit points** of damage in one living subject for two rounds, as the liquid drips off.

### **Slow Poison**

**Duration:** 1 hour per level

**Range:** The caster or a creature touched

---

Poisons affecting the subject are dramatically slowed, giving the caster time to effect a full cure.

- **Poison effects:** As long as the subject has more than 1 hit point, the slowed poison inflicts 1hp of damage per turn. If the subject is at 1hp, the poison inflicts no further damage.
- **Characters killed by poison:** Can be revived by this spell. Death must have occurred within one turn per level of the caster.
- **Natural poisons:** If the subject was poisoned by a natural plant or animal, the caster has a 10% chance per level of knowing a herbal antidote that will fully neutralise the poison. In the wilderness, gathering the herbs for the antidote takes one turn. In a settlement, the herbs may be available for purchase from a herbalist.
- **When the duration ends:** The full effects of the poison occur. If the subject was revived from death by this spell, they die once more.

### **Translate**

**Duration:** 3 turns

**Range:** The caster

---

The caster gains the ability to understand written information in any language, except coded messages or symbols (e.g. on treasure maps). No ability to speak unknown languages is conferred.

## **3rd LEVEL SPELLS**

### **Animate Dead**

**Duration:** Permanent

**Range:** 60'

---

Causes corpses or skeletons to rise as undead *Skeletons* or *Zombies*.

- **Obedient:** Created undead obey the caster's commands.
- **Special abilities:** They are unable to use any special abilities (including spell casting) that they possessed in life.
- **Duration:** The reanimating magic remains active until dispelled or until the undead are slain.

**Number:** The spell animates up to 1 Hit Die of zombies or skeletons per level of the caster:

- **Skeletons:** Have **AC 7 [12]** and HD equal to those the creature had in life.
- **Zombies:** Have **AC 8 [11]** and HD one greater than the creature had in life.
- **Classed characters:** If a PC or NPC with levels in a class is reanimated by this spell, the levels are not counted as HD. For example, the reanimated corpse of a 5th level fighter would have 2 HD (1 HD as a normal human, +1 for being reanimated as a zombie).

### **Cure Blindness**

**Duration:** Instant

**Range:** Touch

---

Cure a subject of any forms of blindness.

### ↷ **Blindness**

Causes permanent blindness upon a creature, if it fails a **save versus spells**.



### **Death Ward**

**Duration:** 1 turn per level

**Range:** 60'

A living subject is warded such that they do not die when reduced to 0 hit points, instead being able to survive and continue to act normally until they reach -10 hit points..

- **Death saves:** The subject also gains a **+2 bonus** to saving throws versus death or poison.
- **Healing:** Healing magic functions normally for a character under this ward. For example, a character could be reduced to -8hp, then receive a healing spell taking them up to -2hp, then drink a potion of healing taking them up to 3hp.
- **Expiration:** Once the spell expires, if the subject has 0 or less hit points, they die immediately.

### **Feign Death**

**Duration:** 6 turns +1 per level

**Range:** The caster or a creature touched

A willing subject falls into a cataleptic state, indistinguishable from death.

- **Hit Dice limit:** The subject may not have higher HD than the caster's level.
- **Senses:** The subject retains their senses of hearing and smell, but cannot see or feel.
- **Damage:** Any damage inflicted on the subject is halved.
- **Immunities:** The subject is unaffected by paralysis and energy drain.
- **Poison:** The effects of any poison in the subject's system are suspended while the spell lasts. Once the duration ends, poison has its normal effect once more.
- **Ending:** The caster can end the spell at any time. The subject requires 1 round to awaken.

### **Speak with Dead**

**Duration:** 1 turn per level

**Range:** 10'

The caster may ask questions of a deceased person, the spirit's voice echoing out from beyond the grave.

- **Remains:** Some remnant of the person's physical body (e.g. bones) must be within range.
- **Time since death:** It is only possible to awaken the spirit of a person who died within a certain time frame, dependent on the caster's level (see table below).
- **Questions:** The number which can be asked depends on the caster's level (see table below). The spirit answers truthfully but briefly, and only possesses knowledge it had during life.
- **Speech:** The spirit speaks with tongues it knew in life.

#### **Speak With Dead Limitations**

| <b>Level</b>      | <b>Time Since Death</b> | <b>Questions</b> |
|-------------------|-------------------------|------------------|
| <b>6 or lower</b> | <b>7 days</b>           | <b>2</b>         |
| <b>7-8</b>        | <b>7 months</b>         | <b>3</b>         |
| <b>9-10</b>       | <b>7 years</b>          | <b>4</b>         |
| <b>11-12</b>      | <b>70 years</b>         | <b>5</b>         |
| <b>13+</b>        | <b>Unlimited</b>        | <b>6</b>         |

### **Tongues**

**Duration:** 2 turns

**Range:** The caster

The caster becomes able to speak the language of any creature within a 15' radius area.

## 4th LEVEL SPELLS

### **Blessed Guard**

**Duration:** 6 turns

**Range:** 60'

---

May be used in one of two situations:

**1. Battle:** Allies within a 10' square area who are not yet in melee gain a **+1 bonus** to AC and saving throws, and damage is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

**2. Ritual:** Casting *Blessed Guard* may also form part of rituals of warding or consecration, at the referee's discretion.

### ↻ **Blighted Guard**

Incurs a **-1 penalty** to AC and saving throws, and damage is increased by 1 point per damage die rolled (Each die inflicts a minimum of 2 hit points damage.) on enemies within a 10' square area. A **save versus spells** is allowed to resist the *Blighted Guard*.

### **Dispel Magic**

**Duration:** Instant

**Range:** 120'

---

*Dispel Magic* ends spell effects within a 20' cube area.

- **Caster levels:** Effects created by lower level casters are automatically dispelled. Effects created by higher level casters have a 5% chance per level difference of not being dispelled.

- **Magic items:** Are unaffected.

### **Lower Water**

**Duration:** Instant 10 turns

**Range:** 240'

---

This spell reduces the depth of a body of water by half for the duration. An area of up to 10,000 square feet may be affected.

## **Restore**

**Duration:** Permanent

**Range:** Touch

---

This spell restores one experience level (or Hit Die) of a character.

- **Limit:** Only one lost experience level may be restored per character until its former level is achieved again.
- **The cleric:** Loses one experience level, as if hit by a wight. The loss is not permanent.
- **Rest for:** 2d10 days to regain the lost experience level.

### ↻ **Energy Drain**

A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). Causes no experience level loss to the caster, but it is a chaotic act, avoided by lawful clerics.

## **Sacrificial Resurrection**

**Duration:** Instant

**Range:** 120'

---

By making a bargain with the powers of netherrealm, the caster can exchange one soul for another, bringing a dead creature back to life in return for a sacrifice of equal magnitude.

- **Time limit:** The caster can raise a person that has been dead for no longer than four days per level of the caster above 6th. For example, a 9th level caster can revive a character that has been dead for twelve days (three levels above 6th × four days).
- **Ritual sacrifice:** The spell is cast as a ritual lasting 1 turn, during which a number of intelligent beings must be sacrificed, whose total Hit Dice equal that of the creature to be resurrected.
- **Weakness:** Returning from death is an ordeal. Until the subject gets two full weeks of bed rest, they have 1 hit point, move at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.

## **5th LEVEL SPELLS**

### **Cureall**

**Duration:** Permanent

**Range:** Touch

---

A powerful restoration spell against any kind of harm:

- **Panacea:** Resolves effects like curses, poisoning, blindness, petrification, polymorph, feeblemind, etc.
- **Limit:** Only two harmful effects may be resolved per spell use.

### **Cure Critical Wounds**

**Duration:** Instant

**Range:** The caster or a creature touched

---

The caster's touch heals **3d6+3 hit points** of damage in one living subject. This cannot raise the subject's hit points above their normal maximum.

### ↻ **Cause Critical Wounds**

Inflicts 3d6+3 hit points of damage to a touched creature. In combat, a melee attack roll is required.

### **Heal**

**Duration:** Instant

**Range:** The caster or a creature touched

---

The caster's touch heals **1d6+1 × 10 hit points** of damage in one living subject. This cannot raise the subject's hit points above their normal maximum.

- **Usage limit:** *Heal* may only be cast once per day.

## **Heavenly Grace Shield**

**Duration: 6 turns**

**Range: The caster or a creature touched**

---

This spell summons 1d6+1 guardians from the heavenly realm. The guardians are faintly visible, whirling around a creature, forming a protective shield against magic.

- **Spell reflection:** When the protected creature is targeted by a spell, one of the guardians negates that spell. The guardian perishes.
- **Expiration:** Once all guardians have negated a spell, *Heavenly Grace Shield* ends.

## **Part Water**

**Duration: 6 turns**

**Range: 120'**

---

A body of water parts, revealing a pathway across the bottom.

- **Size:** The path is 10' wide and up to 120' long.
- **Dismissing:** The caster may end the spell any time they wish.

## **Truesight**

**Duration: 1 turn +1 round per level**

**Range: The caster**

---

The subject sees all things within 120' as they truly are.

- **Secret doors:** Are revealed.
- **Alignments:** Are revealed.
- **Invisibility:** Invisible objects and creatures are perceived.
- **Illusions:** Are seen through.
- **Enchantments:** Enchanted objects and creatures are made apparent.

## DRUID SPELLS

### 1st LEVEL SPELLS

Humble Pebbles ✂  
Detect Magic  
Purify Water  
↷ Contaminate Water  
Shillelagh

### 2nd LEVEL SPELLS

Booby Trap  
Feign Death  
Goodberry  
Transmute Metal to Wood

### 3rd LEVEL SPELLS

Climate Blade ✂  
Cure Disease  
↷ Cause Disease  
Fire Mantle ✂  
Litoform  
Neutralise Poison  
Thunder Mantle ✂

### 4th LEVEL SPELLS

Conjure Fire Elemental  
Hallucinatory Forest  
Hold Plant  
Sticks to Snakes

### 5th LEVEL SPELLS

Conjure Earth Elemental  
Cure Critical Wounds  
↷ Cause Critical Wounds  
Gaea's Regeneration ✂  
↷ Gaea's Decayment ✂  
Insect Plague  
Return to Nature ✂  
Sacrificial Resurrection

## 1st LEVEL SPELLS

### **Detect Magic**

Duration: 2 turns

Range: 60'

---

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

### **Humble Pebbles**

Duration: Permanent

Range: Touch

---

Consecrate 1d6 sling stones to be used against a certain type of creature (e.g. goblins, kobolds, undead).

- **Against the chosen creature:** Gains the following if used by the caster:
  - a. +1 on missile attack roll.
  - b. +3 on damage roll.
  - c. Considered as a magical attack.
- **Loses effectiveness:** After 1 day.

### **Purify Water**

Duration: Permanent

Range: 10'

---

Poisoned, spoiled, or contaminated water is purified. .

- **Drink:** 6 quarts.

### ↷ **Contaminate Water**

Causes a 6 quarts of drink to be spoiled, or contaminated.

### **Shillelagh**

Duration: 6 rounds +1 per level

Range: Touch

---

The caster's club or staff is enchanted:

- **Weapon:** Treated as a magical:
  1. **Mace +2:** Against human-sized or smaller creatures.
  2. **Club or staff +1:** Against greater than human-sized creatures.

## 2nd LEVEL SPELLS

### **Booby Trap**

Duration: Permanent (until triggered)

Range: Touch

---

Affects any closable item (book, box, bottle, chest, door, etc) to become a bomb that burst in a magical explosion when triggered.

- **Do not work:** On an item already affected with *Hold Portal* or *Wizard Lock* spells (the same spells do not affect an item already affected with a *Booby Trap* Spell).
  - **Triggering:** Any other creature than the caster touching the affected item, causing a magical explosion in a 5' radius sphere.
  - **Damage:** Creatures caught in the magical explosion suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.
  - **Enchanted item:** Is not harmed by the magical explosion.
  - **Detection and removal:** There is a 50% chance of being detected by any means. Failing to remove it triggers the *Booby Trap*.
- Knock spell:** Opens it the item, but triggers the explosion.

### **Feign Death**

Duration: 6 turns +1 per level

Range: The caster or a creature touched

---

A willing subject falls into a cataleptic state, indistinguishable from death.

- **Hit Dice limit:** The subject may not have higher HD than the caster's level.
- **Senses:** The subject retains their senses of hearing and smell, but cannot see or feel.
- **Damage:** Any damage inflicted on the subject is halved.
- **Immunities:** The subject is unaffected by paralysis and energy drain.
- **Poison:** The effects of any poison in the subject's system are suspended while the spell lasts. Once the duration ends, poison has its normal effect once more.
- **Ending:** The caster can end the spell at any time. The subject requires 1 round to awaken.

### **Goodberry**

**Range:** Touch

**Duration:** 1 day +1 per level

---

Caster enchants 8 berries, where 2d4 of them have magical effects when eaten:

- 1. Nourishment:** Provides enough sustain for a person for that day (no need to eat).
  - 2. Healing:** Restores 1 hit point of damage.
- **Identifying:** Divine spell casters with access to druidic magic can identify the berries. A *Detect Magic* spell may also be used to identify the berries.
  - **Frequency:** A creature can eat up to 8 magical berries within a day.

### ↪ **Badberry (Reverse)**

Contaminates 8 berries. If ingested, poisons a creature, inflicting 1 point of damage per berry eaten (no saving throw is required).

### **Transmute Metal to Wood**

**Duration:** Permanent

**Range:** 120'

---

This spell turns a metal object into wood.

- **Transmutes:** Up to 80 coins of weight per level of the caster.
- **Magic items:** Have a 10% chance to be affected by this spell.

## **3rd LEVEL SPELLS**

### **Climate Blade**

**Duration:** 3 turns

**Range:** 60'

---

This spell wards the caster and all allies within 10' in an aura of fire:

- **Bonuses:** Those warded gain a **+1 bonus** to saving throws against fire.
- **Barkskin:** When the spell is active, the subject gains a **+1 bonus to AC**.
- **Monsters with fewer than 4 HD within 10':** Suffer 2d6 damage.
- **Monsters with 4 or more HD within 10':** Suffer 1d6 damage.

### **Cure Disease**

**Duration:** Instant

**Range:** 30'

---

This spell has two usages:

- 1. Cure a subject of any disease:** Including those of magical origin.
- 2. Kill Green slime:** This monster is killed instantly.

### ↪ **Cause Disease**

The victim must **save versus spells** or be afflicted with a horrid disease of withering:

- **Death:** Within 2d12 days.
- **Attack penalty:** -2 to attack rolls.
- **Natural healing:** Takes twice the usual amount of time.
- **Magical healing:** Is utterly ineffective.
- **Curing:** This disease can be cured with a casting of *Cure Disease*.

### **Drag From Death's Door**

**Duration: Instant**

**Range: Creature touched**

---

A subject killed by damage (i.e. not by poison, disintegration, etc.) within the last 3 rounds is dragged back from the brink of death.

- **Weakness:** Returning from death is an ordeal. Until the subject gets two full weeks of bed rest, they have 1 hit point, move at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.
- **Bargain:** In return for cheating death, the cleric suffers 1d6 damage and the subject suffers a permanent loss of one point from a random ability score.

### **Fire Mantle**

**Duration: 1 turn +1 per level**

**Range: 10' around the caster**

---

This spell wards the caster and all allies within 10' in an aura of fire:

- **Bonuses:** Those warded gain a **+1 bonus** to saving throws against fire.
- **Barkskin:** When the spell is active, the subject gains a **+1 bonus to AC**.
- **Monsters with fewer than 4 HD within 10':** Suffer 2d6 damage.
- **Monsters with 4 or more HD within 10':** Suffer 1d6 damage.

### **Neutralise Poison**

**Duration: Instant**

**Range: 10' around the caster**

---

This spell wards the caster and all allies within 10' in an aura of lightning:

1. **Characters:** Neutralise the effects of poison on a character. A character who has died from poisoning can be revived, if **Neutralise Poison** is cast within ten rounds.
2. **Items:** Remove poison from an item.

### **Litoform**

**Duration: Permanent**

**Range: Touch**

---

Caster shapes a stone into a shape which attend its purposes.

- **Stone size:** Up to a 5' cube area.
- **Examples of uses:** Caster can make weapons, doors, sculptures out of stone.

### **Thunder Mantle**

**Duration: 1 turn +1 per level**

**Range: 10' around the caster**

---

This spell wards the caster and all allies within 10' in an aura of lightning:

- **Bonuses:** Those warded gain a +1 bonus to saving throws against lightning.
- **Barkskin:** When the spell is active, the subject gains a **+1 bonus to AC**.
- **Monsters with fewer than 4 HD within 10':** Suffer 2d6 damage.
- **Monsters with 4 or more HD within 10':** Suffer 1d6 damage.



## 4th LEVEL SPELLS

### **Conjure Fire Elemental**

**Duration:** Permanent (until dismissal or slain)

**Range:** 240'

A 16 Hit Dice *Fire Elemental*—a being formed of pure elemental matter—is summoned from fire elemental plane to do the caster's bidding.

- **Materials:** The summons requires a large volume of the appropriate element.
- **Concentration:** Is required to command an elemental.
- **Dismissing:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.
- **Disruption:** If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a free-willed entity and will immediately try to kill the caster and any who get in its way.
- **Dispelling:** A conjured elemental may be dispelled by *Dispel Magic* or *Dispel Evil*.

**Restrictions:** The caster may summon at most one fire elemental in a single day.

### **Hallucinatory Forest**

**Duration:** Permanent

**Range:** 240'

Hallucinatory Forest conjures an illusory forest feature (e.g. a thicket, wood, a grove, etc.) to hide an existing terrain feature.

- **Area:** The illusion must fit completely within the spell's range.
- **Perceiving:** Druids, rangers and creatures of Sylvan forests (e.g. dryads, green dragons, pixies, treants) are the only ones able to perceive the illusion.

### **Hold Plant**

**Duration:** 1 turn per level

**Range:** 180'

This spell causes one or more plants to be paralysed if they fail a **saving throw versus spells**.

- **Number of targets:** Up to 1 Hit Die of plants per level of the caster may be targeted.
- **Affects:** Normal or magical plants, fungi. Plant and fungi-based creatures that are fantastical, or magically conjured, controlled, or summoned are also affected.

### **Sticks to Snakes**

**Duration:** 6 turns

**Range:** 120'

2d8 normal sticks are miraculously transformed into snakes that follow the caster's orders.

- **Reversion:** The snakes become sticks once more if killed or when the duration ends.

### **Conjured Snakes**

**AC** 6 [13], **HD** 1 (4hp), **Att** 1 × bite (1d4), **THACO** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10 (13 if poisonous)

- **Poison:** There is a **50% chance** of the snakes being poisonous.
- **When killed:** Revert back to sticks.

## 5th LEVEL SPELLS

### Conjure Earth Elemental

**Duration:** Permanent (until dismissal or slain)

**Range:** 240'

---

A 16 Hit Dice *Earth Elemental*—a being formed of pure elemental matter—is summoned from earth elemental plane to do the caster's bidding.

- **Materials:** The summons requires a large volume of the appropriate element.
- **Concentration:** Is required to command an elemental.
- **Dismissing:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.
- **Disruption:** If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a free-willed entity and will immediately try to kill the caster and any who get in its way.
- **Dispelling:** A conjured elemental may be dispelled by *Dispel Magic* or *Dispel Evil*.

**Restrictions:** The caster may summon at most one earth elemental in a single day.

### Cure Critical Wounds

**Duration:** Instant

**Range:** The caster or a creature touched

---

The caster's touch heals **3d6+3 hit points** of damage in one living subject. This cannot raise the subject's hit points above their normal maximum.

### ↷ Cause Critical Wounds

Inflicts 3d6+3 hit points of damage to a touched creature. In combat, a melee attack roll is required.

### Gaea's Regeneration

**Duration:** 1 turn

**Range:** Touch

---

Potentializes the healing of a living being.

- **Rate:** Regains 1d3 hit points per round.
- **Severed limbs:** Can be reattached if severed in less than 1 hour. Takes 1 turn to reattach and heal.
- **Fire or acid damage:** Cannot be regenerated.

### ↷ Gaea's Decayment

Creature must **save versus spells** or loses 1d3 hit points per round and loses body parts for every 6 hit points lost this way (**save versus death** to avoid). Some kinds of magic (e.g. *Cure Disease* or *Remove Curse*) stops decaying.

### Insect Plague

**Duration:** Concentration (up to 1 day)

**Range:** 480'

---

Cast above ground, this spell conjures a 60' diameter swarm of flying insects (*Insect Swarm*) with the following properties:

- **Movement:** 20' per round. While the swarm is within range, the caster is able to direct its movements.
- **Vision:** Within the area of the swarm is obscured.
- **Creatures of 2 HD or less:** Are driven away, if caught within the swarm.
- **Concentration:** If the caster moves or loses concentration, the swarm dissipates, ending the spell.

**Restrictions:** The spell has no effect if cast underground.

## **Return to Nature**

**Duration: Permanent**

**Range: 120'**

---

Artificial items and structures pointed by the caster in a 30' radius area crumble in rust and moss, with branches, mushrooms and leaves blooming through it.

- **Magic items:** Have a 75% chance to be affected by this spell.
- **Non-magical armours and weapons:** Are utterly ruined.
- **On constructs and metallic creatures:** Suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.

## **Sacrificial Resurrection**

**Duration: Instant**

**Range: 120'**

---

By making a bargain with the powers of netherrealm, the caster can exchange one soul for another, bringing a dead creature back to life in return for a sacrifice of equal magnitude.

- **Time limit:** The caster can raise a person that has been dead for no longer than four days per level of the caster above 6th. For example, a 7th. For example, a 10th level caster can revive a character that has been dead for twelve days (three levels above 7th × four days).
- **Ritual sacrifice:** The spell is cast as a ritual lasting 1 turn, during which a number of intelligent beings must be sacrificed, whose total Hit Dice equal that of the creature to be resurrected.
- **Weakness:** Returning from death is an ordeal. Until the subject gets two full weeks of bed rest, they have 1 hit point, move at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.

## ILLUSIONIST SPELLS

### 1st LEVEL SPELLS

Analyse  
Beast of Burden  
Message  
Wizard Hand

### 4th LEVEL SPELLS

Wizard Eye

### 2nd LEVEL SPELLS

ESP  
Knock  
Levitate  
Ray of Enfeeblement  
Wizard Lock

### 5th LEVEL SPELLS

Faithful Hound  
Feeblemind  
Telekinesis  
Teleport

### 3rd LEVEL SPELLS

Haste  
↻ Slow  
Clairvoyance

## 1st LEVEL SPELLS

### **Analyse**

**Duration:** 1 round

**Range:** Touch

---

The caster can handle an item to understand the enchantment on it.

- **Handling:** Caster suffers consequences if the item is cursed or boobytrapped.
- **Chance of success:** 15% +5% per caster level to determine the magical characteristic of the item.
- **Uncertainty:** About exact information of the item, but knowing the number of pluses and an estimate of charges an item has.

### **Wizard Hand**

**Duration:** 6 turns

**Range:** 30'

---

A floating hand to help its conjurer.

- **Useful:** The magical hand can perform various tasks (e.g. hold a torch, open a door).
- **Can't:** Attack, use magic items or hold more than 100 coins of weight.
- **Within a day:** The hand can be convoked and dismissed at will, but when its duration ends, it needs to be casted again.

## 2nd LEVEL SPELLS

### **ESP**

**Duration:** 12 turns

**Range:** 60'

---

This spell grants the caster the ability to perceive and understand the thoughts of other living creatures.

- **Focus for 1 turn:** To pick up thoughts, the caster must focus their concentration in one direction for one turn.
- **After this turn:** The thoughts of all creatures within range in that direction can be perceived.
- **Multiple creatures:** If multiple creatures are within range in the direction being focused on, the caster perceives an incomprehensible mix of all their thoughts. If the caster focuses for an additional turn, they can filter out and understand a single creature's thoughts.
- **Meaning:** The caster can magically understand thoughts in languages they do not speak.
- **Obstructions:** *ESP* is obstructed by a thin layer of lead or by rock of 2' thick or greater.

### **Knock**

**Duration:** 1 round

**Range:** 60'

---

Causes locked, barred, secured, or stuck doors, gates, chests, and so forth to open.

- **Magically held doors:** Are affected (e.g. *Hold Portal*, *Wizard Lock*).
- **Secret doors:** May be opened, but they must be known to the caster.

### **Levitate**

**Duration:** 6 turns +1 per level

**Range:** The caster

---

This enchantment allows the caster to move up and down through the air:

- **Vertical:** Vertical movement as desired, at up to 20' per round.
- **Horizontal:** The caster can move laterally by pushing against solid objects.
- **Weight:** A normal amount of weight can be carried while levitating.

### **Ray of Enfeeblement**

**Duration:** 30'

**Range:** 1 round per level

---

Reduces the strength of a single creature.

- **Enfeeblement:** Creature gets a **-2 penalty** on attack and damage rolls, with a successful **save versus spells** indicating half penalty.

### **Wizard Lock**

**Duration:** Permanent

**Range:** 10'

---

A **Wizard Lock** spell magically locks a door, gate, similar portal, or any item that has a lock. The magical lock is permanent but may be bypassed as follows:

- **The caster:** Can freely pass through any portals locked by their own spell.
- **A Knock spell:** Allows passage.
- **Higher level casters:** Magic-using characters 3 or more levels higher than the caster of wizard lock may pass.
- **Temporary:** Bypassing does not destroy a **Wizard Lock**.

## **3rd LEVEL SPELLS**

### **Clairvoyance**

**Duration:** 12 turns

**Range:** 60'

---

The caster gains the ability to see through the eyes of other living creatures.

- **Focus for 1 turn:** To establish a connection with a creature, the caster must focus their concentration in one particular direction for one turn.
- **After this turn:** The visual perceptions of one creature within range in that direction are relayed to the caster.
- **Switching:** Once a connection is established, the caster may choose to maintain it or to change to another subject.
- **Obstructions:** **Clairvoyance** is obstructed by a thin layer of lead or by rock of 2' thick or greater.

### **Haste**

**Duration:** 3 turns

**Range:** 240'

---

Up to 24 creatures in a 30' radius area are enchanted to be able to move and act twice as quickly as normal:

- **Movement:** Subjects' maximum movement rates are doubled.
- **Attacks:** Subjects may make double the normal number of attacks per round.
- **Spells:** The number of spells a subject may cast per round is not doubled.
- **Magical devices:** The use of devices such as wands is also not doubled.

### **↻ Reversed: Slow**

Can dispel an active **Haste** spell. Creatures affected moves at half speed or attacks each round. Spellcasting and use of magical devices are not affected. The victim may **save versus spells** to resist. Initiative always loses (no roll).

## 4th LEVEL SPELLS

### Wizard Eye

Duration: 6 turns

Range: 240'

---

An invisible, magical eye is conjured that allows the caster to see at a distance.

- **Movement:** The eye can be directed to move within range at up to 120' per turn.
- **Seeing through the eye:** By concentrating, the caster can see through the eye.
- **Types of vision:** The magical eye grants **infravision** to 60' as well as normal vision.
- **Barriers:** Though invisible, the eye is tangible and cannot pass through solid barriers.
- **Size:** The eye is as big as a normal human eye.

## 5th LEVEL SPELLS

### Faithful Hound

Duration: 2 rounds +1 per level

Range: 5'

---

Summons a phantom hound to serve as a watchdog to guard a passage, room, door, or similar space or portal designated by the caster:

- **Unseen:** The hound is invisible to any other than its master. Cannot be attacked.
- **Detects:** Invisible, ethereal, concealed or any similar hard to find creature.
- **Barks if:** Any suspect creature approaches its guarded place.
- **Bites:** Any intruders who enter its range, dealing **3d6 damage**. The bite is considered a magical melee attack with **THACO 11 [+8]**.
- **Dispelling:** The hound may be dispelled by **Dispel Magic** or if the caster is more than 5' away from the hound's guarded place.

### Feeblemind

Duration: Permanent

Range: 240'

---

An arcane spell caster within range must **save versus spells** (at a **-4 penalty**) or become an imbecile, unable to think clearly or cast spells.

### Telekinesis

Duration: Concentration (up to 6 rounds)

Range: 120'

---

By concentrating, the caster is able to move objects or creatures by the power of thought.

- **Weight:** Up to 200 coins of weight per level of the caster may be targeted.
- **Movement:** The target may be moved up to 20' per round, in whatever direction the caster wishes (including vertically).
- **Save:** If a creature is targeted, it may **save versus spells** to resist the spell.
- **Concentration:** If the caster's concentration is broken, the target will fall.

## Teleport

Duration: Instant

Range: 10'

---

The caster or a chosen creature vanishes and reappears at a location of the caster's choosing.

- **Gear:** The subject is teleported with all its gear, up to its maximum load.
- **Unwilling subjects:** May **save versus spells** to prevent the teleportation.
- **Destination:** May be at any distance, but must be known to the caster. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.)
- **Risk:** There is a risk, when teleporting, of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster's knowledge of the destination (see below). Roll d% and consult the table below.

## Teleport Result

| Knowledge of Dest. | Ground Level | Too High | Too Low |
|--------------------|--------------|----------|---------|
| Scant              | 01–50        | 51–75    | 76–00   |
| Moderate           | 01–80        | 81–90    | 91–00   |
| Exact              | 01–95        | 96–99    | 00      |

**Ground level:** The subject appears at the intended destination.

**Too high:** The subject appears 1d10×10' above the intended destination. If this causes the subject to appear inside solid matter, they die instantly. Otherwise, the subject falls from a height.

**Too low:** The subject appears below the surface of the ground and dies instantly.

**Knowledge of destination:** The caster's knowledge of the destination is rated as follows:

- **Scant:** A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.
- **Moderate:** A location that the caster has visited often or has studied via scrying for several weeks.
- **Exact:** A location that the caster has made a detailed study of, in person.



## MAGIC-USER SPELLS

|  |  |   |
|--|--|---|
| <b>1st LEVEL SPELLS</b><br>Analyse<br>Beast of Burden<br>Burning Hands<br>Cold Scrunch ✂<br>Ember Flick ✂<br>Feather Fall<br>Frost Fingers<br>Jump<br>Mending<br>Message<br>Shocking Grasp<br>Spark Crackle ✂<br>Spider Climb<br>Unseen Servant<br>Wizard Hand ✂ | <b>2nd LEVEL SPELLS</b><br>Electric Shield ✂<br>Ice Shield ✂<br>Fake Trap<br>Fire Shield<br>Flame Lash ✂<br>Frost Lash ✂<br>Magic Mouth<br>Minor Repairing<br>Phantom Sword<br>Ray of Enfeeblement<br>Rope Trick<br>Shatter<br>Shock Lash ✂<br>Spellblade ✂<br>Tongues | <b>3rd LEVEL SPELLS</b><br>Booby Trap<br>Cone of Cold<br>Feign Death<br>Fool's Gold<br>Haste<br>↻ Slow<br>Suggestion<br>Summon Monster: Lv1 |
| <b>4th LEVEL SPELLS</b><br>Blazestorm<br>Dig<br>Fear<br>Fire Charm<br>Frost Charm ✂<br>Fumble<br>Hailstorm<br>Spark Charm ✂<br>Summon Monster: Lv2<br>Thunderstorm ✂   | <b>5th LEVEL SPELLS</b><br>Faithful Hound<br>Litoform<br>Summon Monster: Lv3   | <b>6th LEVEL SPELLS</b><br>Summon Monster: Lv4  |

## 1st LEVEL SPELLS

### **Analyse**

**Duration:** 1 round

**Range:** Touch

---

The caster can handle an item to understand the enchantment on it.

- **Handling:** Caster suffers consequences if the item is cursed or boobytrapped.
- **Chance of success:** 15% +5% per caster level to determine the magical characteristic of the item.
- **Uncertainty:** About exact information of the item, but knowing the number of pluses and an estimate of charges an item has.

### **Beast of Burden**

**Duration:** 2 hours per level

**Range:** 30'

---

Partially lightens weight placed upon a single mount.

- **Mount's encumbrance and load of coins:** Are doubled.
- **Overloaded mount:** At end of duration of the spell, cannot move and have a 50% chance to fall and suffer 1d6 points of damage.

### **Burning Hands**

**Duration:** Instant

**Range:** Touch

---

Unleashes blazing energy when touching a creature.

- **Damage:** 1d6+1 point of damage per level of the caster (no saving throw).

### **Cold Scrunch**

**Duration:** Instant

**Range:** 60'

---

Casts freezing energy in a 10' radius sphere.

- **Damage:** Creatures caught suffer 1d4 damage per four experience levels the caster has gained (5th, 9th, 13th levels) with a successful **save versus spells** indicating half damage.

### **Dancing Lights**

**Duration:** 1 turn

**Range:** 40' + 10' per level

---

Lights under the caster's control are conjured and may be directed to move anywhere within range. The caster may choose to conjure one of the following types of light:

1. **Torches:** 1–4 lights that resemble torches or lanterns, casting the appropriate volume of light.
2. **Spheres:** 1–4 glowing spheres, resembling will-o-the-wisps.
3. **Humanoid:** A single, glowing, humanoid form.

### **Ember Flick**

**Duration:** Instant

**Range:** 60'

---

Casts blazing energy in a 10' radius sphere.

- **Damage:** Creatures caught suffer 1d4 damage per four experience levels the caster has gained (5th, 9th, 13th levels) with a successful **save versus spells** indicating half damage.

### **Feather Fall**

**Duration:** 1 round per level

**Range:** 10' per level

---

A creature or object falls slowly like a feather.

- **Falling damage:** 1 point of damage per 50' fallen.

### **Frost Fingers**

**Duration:** Instant

**Range:** Touch

---

Unleashes freezing energy when touching a creature.

- **Damage:** 1d6+1 point of damage per level of the caster (no saving throw).

### **Jump**

**Range:** The caster or a creature touched

**Duration:** 1 turn

---

This enchantment allows a creature to make an improved jump.

- **Leap:** Up to 10' high and 30' horizontally.
- **Higher level casters:** One more leap on **4th level**, two on **7th level**, three on **10th level** and four on **13th level**.

### **Mending**

**Duration:** Instant

**Range:** The object touched

---

This spell has two usages:

- 1. Fix:** An adventure gear item or another common object that's broken.
- 2. Polish:** Cleans and makes an adventure gear item or another common object look like new.

### **Message**

**Range:** 60' +10' per level

**Duration:** 1 round

---

Caster can whisper a message to a pointed target creature.

- **Message travels:** In a straight line.
- **Messages shorter than 10 seconds:** The target creature may use the remaining time to answer the caster.
- **Obstruction:** Between the caster and the target creature cancels the spell (e.g. pillar, lead).

### **Run**

**Range:** The caster or a creature touched

**Duration:** 6 hours

---

A humanoid creature can move at twice its movement rate.

- **Rest:** Afterwards, the creature must rest for 1d6 hours.
- **Higher level casters:** May affect more creatures: One additional creature per three experience levels the caster has gained (i.e. two creatures at **3rd–4th level**, three creatures at **5th–6th level**, etc.).

### **Shocking Grasp**

**Duration:** Instant

**Range:** Touch

---

Unleashes electric energy when touching a creature.

- **Damage:** 1d6+1 point of damage per level of the caster (no saving throw).

### **Spark Crackle**

**Duration:** Instant

**Range:** 60'

---

Casts electric energy in a 10' radius sphere.

- **Damage:** Creatures caught suffer 1d4 damage per four experience levels the caster has gained (5th, 9th, 13th levels) with a successful **save versus spells** indicating half damage.

### **Spider Climb**

**Duration:** The caster or a creature touched

**Range:** 1 round +1 per level

---

This enchantment allows a creature to move like a giant spider:

- **Climb:** Can walk on walls and ceilings surfaces: **120' (40')**.
- **Sticky fingers:** The subject must have bare hands and feet and cannot hold anything in its hands while climbing.
- **Spell casting:** Not possible while climbing.

## **Unseen Servant**

**Duration:** 6 turns +1 per level

**Range:** 30'

-----  
This spell temporarily summons a non-visible humanoid to do the caster's bidding..

- **Obedient:** The servant obeys the caster's commands.
- **Servant cannot:** Fight or hold more than 200 coins weight.

## **Servant**

-----  
**AC** 9 [10], **HD** ½\* (2hp), **Att** None, **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH). **ML** 12, **AL** Neutral, **XP** 6, **NA** 1 (1), **TT** None

- 
- **Invisible:** Naturally invisible; cannot be attacked in the first round; in subsequent rounds, may be attacked at a **-2 penalty** to hit (locatable by faint shadows and air movement).

## **Wizard Hand**

**Duration:** 6 turns

**Range:** 30'

-----  
A floating hand to help its conjurer.

- **Useful:** The magical hand can perform various tasks (e.g. hold a torch, open a door).
- **Can't:** Attack, use magic items or hold more than 100 coins of weight.
- **Within a day:** The hand can be convoked and dismissed at will, but when its duration ends, it needs to be casted again.

## **2nd LEVEL SPELLS**

### **Electric Shield**

**Duration:** 1 turn +1 per level

**Range:** 10' around the caster

-----  
This spell wards the caster and all allies within 10' in an aura of lightning:

- **Bonuses:** Those warded gain a **+1 bonus** to saving throws against lightning.
- **Shield:** When the spell is active, caster gains a **+1 bonus to AC**.
- **Monsters with fewer than 4 HD within 10':** Suffer 2d6 damage.
- **Monsters with 4 or more HD within 10':** Suffer 1d6 damage.

### **Fake Trap**

**Duration:** Permanent (until triggered)

**Range:** Touch

-----  
Sets an inoffensive trap to deceive certain foes.

- **Deceives:** Classes, abilities and items able to detect traps and dangers to believe that it's a real trap.
- **Chance of Detection:** A 1-in-10 chance.
- **Removal:** If the removal of a **Fake Trap** fails, a hyena laugh bursts from the trap, but do not harm anyone.

### **Fire Shield**

**Duration:** 1 turn +1 per level

**Range:** 10' around the caster

-----  
This spell wards the caster and all allies within 10' in an aura of fire:

- **Bonuses:** Those warded gain a **+1 bonus** to saving throws against fire.
- **Shield:** When the spell is active, caster gains a +1 bonus to AC.
- **Monsters with fewer than 4 HD within 10':** Suffer 2d6 damage.
- **Monsters with 4 or more HD within 10':** Suffer 1d6 damage.

### **Flame Lash**

**Duration:** Instant

**Range:** 70'

---

Creates and wields two fire chain whips that flail up to 6 creatures within range.

- **Damage:** Creatures flailed by flame lash suffer 1d8 damage for each level multiple of three (3rd, 6th, 9th, 12th levels), with a successful **save versus spells** indicating half damage.
- **Deep in flesh:** 8 on a damage dice result gives a **-1 penalty to a creature's AC** for 1 turn.

### **Frost Lash**

**Duration:** Instant

**Range:** 70'

---

Creates and wields two ice chain whips that flail up to 6 creatures within range.

- **Damage:** Creatures flailed by frost lash suffer 1d8 damage for each level multiple of three (3rd, 6th, 9th, 12th levels), with a successful **save versus spells** indicating half damage.
- **Deep in flesh:** 8 on a damage dice result gives a **-1 penalty** to a creature's AC for 1 turn.

### **Ice Shield**

**Duration:** 12 turns +1 per level

**Range:** 10' around the caster

---

This spell wards the caster and all allies within 10' in an aura of cold:

- **Bonuses:** Those warded gain a **+1 bonus** to saving throws against cold.
- **Shield:** When the spell is active, caster gains a **+1 bonus to AC**.
- **Monsters with fewer than 4 HD within 10':** Suffer 2d6 damage.
- **Monsters with 4 or more HD within 10':** Suffer 1d6 damage.

### **Magic Mouth [MU]**

**Duration:** Permanent until triggered

**Range:** Touch

---

The caster imbues an inanimate object with a message that is to be spoken out loud by a magical mouth when a certain trigger condition occurs.

- **The message:** Must be in a language the caster speaks and may consist of up to 25 words.
- **The trigger condition:** May be as broad or as specific as the caster wishes. It may include conditions on the enchanted object being touched or on the presence of creatures within 30' of the object. The trigger condition may only take visual appearances into account (e.g. it cannot discern the alignment, class, level, etc. of creatures who pass by).
- **Once triggered:** The mouth appears, animates, and speaks the predetermined message. The enchantment then ends.
- **Casting spells:** The triggered message cannot cast spells.

### **Minor Repairing**

**Duration:** Instant

**Range:** Object or creature touched

---

This spell has two usages:

- 1. Healing a construct subject:** Restores 1d6+1 hit points of damage. This cannot raise the subject's hit points above their normal maximum.
- 2. Repair vehicles and objects:** Repairs one hull point or 5hp of objects.

### **Phantom Sword**

**Duration: 3 rounds per level**

**Range: 80'**

---

Caster summons a *normal sword +1* to be wielded by a mysterious force.

- **Concentration:** Required to make the sword attack something within its range. If broken, the sword stops.
- **Attacks:** Twice per round, using the caster's THACO.
- **Cannot:** Move more than 80' away from its caster or stop attacking (but can be wielded by an ally).
- **Within a day:** The sword can be convoked and dismissed at will, but when its duration ends, it needs to be casted again.
- **Dispelling:** The magical sword may be dispelled by *Dispel Magic* or *Dispel Evil*.

### **Ray of Enfeeblement**

**Duration: 30'**

**Range: 1 round per level**

---

Reduces the strength of a single creature.

- **Enfeeblement:** Creature gets a **-2 penalty** on attack and damage rolls, with a successful **save versus spells** indicating half penalty.

### **Rope Trick**

**Duration: 2 turns per level**

**Range: Touch**

---

A rope is enchanted to rise up into the air, enabling the caster and others to climb it and disappear into an imaginary space.

- **The rope:** Rises up to its full length (or at most 30') and hangs stiffly in the air, magically tethered at the upper end.
- **Climbing the rope:** The rope may be climbed normally.
- **Imaginary space:** Human-sized (or smaller) creatures that climb to the top of the rope disappear into the imaginary space beyond.
- **Capacity:** The imaginary space can hold up to six individuals.
- **Hidden:** Creatures inside the imaginary space cannot be perceived or affected in any way by those on the outside, in real space.

- **Pulling up the rope:** The rope may be pulled up into the imaginary space, also disappearing.

- **Malleability:** The caster may command.

**When the spell's duration ends:** The rope falls slack, the imaginary space disappears, and anyone inside the imaginary space reappears in mid air.

### **Shatter**

**Duration: Permanent**

**Range: 60'**

---

A magical crushing blow to destroy a non-magical and non-metallic object (crystal, cloth, jugs, windows, etc) into pieces and shreds.

- **Limit:** 200 coins of weight objects.
- **Wielding:** If the object is in the hands of a creature, the creature may also **save versus spells** to prevent the object being destroyed.

### **Shock Lash**

**Duration: Instant**

**Range: 70'**

---

Creates and wields two lightning chain whips that flail up to 6 creatures within range.

- **Damage:** Creatures flailed by shock lash suffer 1d8 damage for each level multiple of three (3rd, 6th, 9th, 12th levels), with a successful **save versus spells** indicating half damage.
- **Deep in flesh:** 8 on a damage dice result gives a **-1 penalty** to a creature's AC for 1 turn.

### **Spellblade**

**Duration: 3 turns**

**Range: 60'**

---

Calls for the forces of frost, flame and lightning to empower a bladed weapon.

- **Wild magic:** Roll 1d6 to know the property (1-2: Cold, 3-4: Fire, 5-6: Lightning)
- **Damage in melee:** Bladed weapon deals an additional 1d4 damage per odd level of the wielder (**save versus spells** for half).
- **Bladed weapon:** It is considered as a magical weapon while empowered.

## **Tongues**

**Duration:** 1 round per level

**Range:** The caster

---

The caster becomes able to speak the language of any creature within a 15' radius area.

## **3rd LEVEL SPELLS**

### **Booby Trap**

**Duration:** Permanent (until triggered)

**Range:** Touch

---

Affects any closable item (book, box, bottle, chest, door, etc) to become a bomb that bursts in a magical explosion when triggered.

- **Do not work:** On an item already affected with *Hold Portal* or *Wizard Lock* spells (the same spells do not affect an item already affected with a *Booby Trap* Spell).
- **Triggering:** Any other creature than the caster touching the affected item, causing a magical explosion in a 10' radius.
- **Damage:** Creatures caught in the blast suffer 1d4 damage per level of the caster, with a successful **save versus spells** indicating half damage.
- **Enchanted item:** Is not harmed by the magical explosion.
- **Detection and removal:** There is a 50% chance of being detected by any means. Failing to remove it triggers the *Booby Trap*.

**Knock spell:** Opens the item, but triggers the explosion.

### **Cone of Cold**

**Duration:** Instant

**Range:** 60' long cone, 30' wide at end

---

A cone of freezing energy from a point within range.

- **Damage:** Creatures caught in the *Cone of Cold* suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.

## **Feign Death**

**Duration: 6 turns +1 per level**

**Range: The caster or a creature touched**

---

A willing subject falls into a cataleptic state, indistinguishable from death.

- **Hit Dice limit:** The subject may not have higher HD than the caster's level.
- **Senses:** The subject retains their senses of hearing and smell, but cannot see or feel.
- **Damage:** Any damage inflicted on the subject is halved.
- **Immunities:** The subject is unaffected by paralysis and energy drain.
- **Poison:** The effects of any poison in the subject's system are suspended while the spell lasts. Once the duration ends, poison has its normal effect once more.
- **Ending:** The caster can end the spell at any time. The subject requires 1 round to awaken.

## **Fool's Gold**

**Duration: 6 turns per level**

**Range: 10'**

---

This spell has two usages:

- 1. Copper, silver and electrum coins:** Turns into gold pieces.
- 2. Low-value metals:** Turns into solid gold.
  - **Inspection:** Creatures inspecting the gold must **save versus spells** to detect if the gold is real. Creatures with average or lower intelligence gets a **-2 penalty** in the saving throw.
  - **Shock:** If the gold is struck hard by an iron object, there is 10% chance it will revert to its natural state.
  - **Restrictions:** Arcane and divine spell casters 9th level or higher are not affected by this spell.

## **Haste**

**Duration: 3 turns**

**Range: 240'**

---

Up to 24 creatures in a 30' radius area are enchanted to be able to move and act twice as quickly as normal:

- **Movement:** Subjects' maximum movement rates are doubled.
- **Attacks:** Subjects may make double the normal number of attacks per round.
- **Spells:** The number of spells a subject may cast per round is not doubled.
- **Magical devices:** The use of devices such as wands is also not doubled.

### **↻ Reversed: Slow**

Can dispel an active **Haste** spell. Creatures affected moves at half speed or attacks each round. Spellcasting and use of magical devices are not affected. The victim may **save versus spells** to resist. Initiative always loses (no roll).

## **Suggestion [MU]**

**Duration: 4 turns +4 per level**

**Range: 30'**

---

The caster utters a suggestion to influence the behaviour of a selected subject.

- **Wording:** The suggestion must take the form of a short phrase (at most one or two sentences) suggesting a course of action to the subject.
- **Comprehension:** A language that is understood by the subject must be used.
- **Harmful suggestions:** Suggestions that are obviously harmful to the subject cause the spell to automatically fail.
- **Saving throw:** A **save versus spells** is allowed to resist the suggestion. If the save fails, the subject will follow the caster's suggestion for up to the duration.
- **Reasonable suggestions:** A suggestion that is worded in a way to make it sound very reasonable incurs a **-2 penalty** to the saving throw.

**Restrictions:** Undead are unaffected.



### **Summon Monster: Level 1**

**Duration:** 1 round +1 per level (until dismissed or slain)

**Range:** 5'

---

Summons monsters to do the caster's bidding:

- **1st level monsters:** Summons 2d4 1st level monsters.
- **Type of monsters:** The referee should randomly determine the type of monsters which are summoned, for example using dungeon wandering monster tables.
- **Arrival time:** Summoned monsters arrive at the character's location in 1d4 rounds.
- **Commanding:** Monsters will attack enemies as directed or, if the character can communicate with them, be given other tasks.
- **Dismissing:** The caster may dismiss it at any time, sending it back to its plane of origin.

### **4th LEVEL SPELLS**

#### **Blazestorm**

**Duration:** Instant

**Range:** 120'

---

Masses of fire that violently punishes any in a 30' cube.

- **Damage:** Creatures caught in the *Blazestorm* suffer 1d8 damage per level of the caster, with a successful **save versus spells** indicating half damage.
- **Cold-based creatures:** Have a **-4 penalty** on the saving throw.
- **Fire-based creatures:** Have a **+2 bonus** on the saving throw and suffer half damage.

#### **Dig**

**Duration:** 1 round +1 per level

**Range:** 30'

---

Enables the caster to excavate 125 cubic feet of earth, sand, or mud per round.

- **Pit size:** A 5' cube area.
- **Digging waste:** Scatters around the pit.
- **Digging beyond 5':** There's a chance that the pit will collapse in:
  - Earth:** 10%
  - Sand:** 30%
  - Mud:** 55%
- **Other creatures at the edge of the pit:** Must **save versus spells** or will fall into the pit.

#### **Fear**

**Duration:** Instant

**Range:** 60' cone, 30' wide at end

---

Conjures a cone of magical energy that terrifies those within it.

- **Effect:** Creatures in the cone are struck with terror and will flee from the caster at maximum speed for one round per level of the caster. (A **save versus spells** negates the effect).
- **Dropping items:** Affected creatures have a 60% chance of immediately dropping anything in their hands. The chance is decreased by 5% for each level or Hit Die above 1.

### **Fire Charm**

**Duration: 2 rounds per level**

**Range: 30'**

---

A blazing charm appears, exerting fascination on those who gaze it.

- **Charm:** Any 90' near creatures looking it must **save versus spell** or cannot make any actions, gazing with obsession while the charm is active.
- **Charmed creatures:** Suffers a **-2 penalty** on saving throws against mind-affecting spells.
- **Charm break:** If the blazing charm is destroyed or if something obstructs the charmed creature's vision.
- **Attacking the charm:** **AC 7 [12]**, 1hp. If reduced to 0hp, the charm ceases to function.

### **Frost Charm**

**Duration: 2 rounds per level**

**Range: 30'**

---

A freezing charm appears, exerting fascination on those who gaze it.

- **Charm:** Any 90' near creatures looking it must **save versus spell** or cannot make any actions, gazing with obsession while the charm is active.
- **Charmed creatures:** Suffers a **-2 penalty** on saving throws against mind-affecting spells.
- **Charm break:** If the freezing charm is destroyed or if something obstructs the charmed creature's vision.
- **Attacking the charm:** **AC 7 [12]**, 1hp. If reduced to 0hp, the charm ceases to function.

### **Fumble**

**Duration: 1 round per level**

**Range: 10' per level**

---

Up to 6 creatures suddenly become clumsy.

- **Moving creatures:** After moving, **must save versus spells** or will trip and fall to the ground, with a 50% chance of dropping held items.
- **Break:** Fallen creatures suffer 1 point of damage and dropped held items with hp suffer 1d3 damage.

### **Hailstorm**

**Duration: Instant**

**Range: 120'**

---

Solid ice crystals that violently punishes any in a 30' cube.

- **Damage:** Creatures caught in the **Hailstorm** suffer 1d8 damage per level of the caster, with a successful **save versus spells** indicating half damage.
- **Fire-based creatures:** Have a **-4 penalty** on the saving throw.
- **Cold-based creatures:** Have a **+2 bonus** on the saving throw.

### **Spark Charm**

**Duration: 2 rounds per level**

**Range: 30'**

---

A electric charm appears, exerting fascination on those who gaze it.

- **Charm:** Any 90' near creatures looking it must **save versus spell** or cannot make any actions, gazing with obsession while the charm is active.
- **Charmed creatures:** Suffers a **-2 penalty** on saving throws against mind-affecting spells.
- **Charm break:** If the electric charm is destroyed or if something obstructs the charmed creature's vision.
- **Attacking the charm:** **AC 7 [12]**, 1hp. If reduced to 0hp, the charm ceases to function.

### **Summon Monster: Level 2**

**Duration:** 1 round +1 per level (until dismissed or slain)

**Range:** 5'

---

Summons monsters to do the caster's bidding:

- **2nd level monsters:** Summons 1d6 2nd level monsters.
- **Type of monsters:** The referee should randomly determine the type of monsters which are summoned, for example using dungeon wandering monster tables.
- **Arrival time:** Summoned monsters arrive at the character's location in 1d4 rounds.
- **Commanding:** Monsters will attack enemies as directed or, if the character can communicate with them, be given other tasks.
- **Dismissing:** The caster may dismiss it at any time, sending it back to its plane of origin.

### **Thunderstorm**

**Duration:** Instant

**Range:** 120'

---

Thunderbolts clashes that violently punishes any in a 30' cube.

- **Damage:** Creatures caught in the *Thunderstorm* suffer 1d8 damage per level of the caster, with a successful **save versus spells** indicating half damage.
- **Aquatic and flying creatures:** Have a **-4 penalty** on the saving throw.
- **Burrowing and petrifying creatures:** Have a **+2 bonus** on the saving throw.

### **Wizard Eye**

**Duration:** 6 turns

**Range:** 240'

---

An invisible, magical eye is conjured that allows the caster to see at a distance.

- **Movement:** The eye can be directed to move within range at up to 120' per turn.
- **Seeing through the eye:** By concentrating, the caster can see through the eye.
- **Types of vision:** The magical eye grants **infravision** to 60' as well as normal vision.
- **Barriers:** Though invisible, the eye is tangible and cannot pass through solid barriers.
- **Size:** The eye is as big as a normal human eye.

## 5th LEVEL SPELLS

### Faithful Hound

**Duration:** 2 rounds +1 per level

**Range:** 5'

---

Summons a phantom hound to serve as a watchdog to guard a passage, room, door, or similar space or portal designated by the caster:

- **Unseen:** The hound is invisible to any other than its master. Cannot be attacked.
- **Detects:** Invisible, ethereal, concealed or any similar hard to find creature.
- **Barks if:** Any suspect creature approaches its guarded place.
- **Bites:** Any intruders who enter its range, dealing **3d6 damage**. The bite is considered a magical melee attack with **THACO 11 [+8]**.
- **Dispelling:** The hound may be dispelled by **Dispel Magic** or if the caster is more than 5' away from the hound's guarded place.

### Litoform

**Duration:** Permanent

**Range:** Touch

---

Caster shapes a stone into a shape which attend its purposes.

- **Stone size:** Up to a 5' cube area.
- **Examples of uses:** Caster can make weapons, doors, sculptures out of stone.

### Summon Monster: Level 3

**Duration:** 1 round +1 per level (until dismissed or slain)

**Range:** 5'

---

Summons monsters to do the caster's bidding:

- **3rd level monsters:** Summons 1d4 3rd level monsters.
- **Type of monsters:** The referee should randomly determine the type of monsters which are summoned, for example using dungeon wandering monster tables.
- **Arrival time:** Summoned monsters arrive at the character's location in 1d4 rounds.
- **Commanding:** Monsters will attack enemies as directed or, if the character can communicate with them, be given other tasks.
- **Dismissing:** The caster may dismiss it at any time, sending it back to its plane of origin.

## 6th LEVEL SPELLS

### Monster Creation

Duration: —

Range: —

---

- ...: ...

### Summon Monster: Level 4

Duration: 1 round +1 per level (until dismissed or slain)

Range: 5'

---

Summons monsters to do the caster's bidding:

- **4th level monsters:** Summons 1d3 4th level monsters.
- **Type of monsters:** The referee should randomly determine the type of monsters which are summoned, for example using dungeon wandering monster tables.
- **Arrival time:** Summoned monsters arrive at the character's location in 1d4 rounds.
- **Commanding:** Monsters will attack enemies as directed or, if the character can communicate with them, be given other tasks.
- **Dismissing:** The caster may dismiss it at any time, sending it back to its plane of origin.

# TECHS

- **Usage:** Specified classes.
- **Progression by levels:** At a certain level, a character can choose a tech:

**Human martial:** 1st, 5th, 8th and 12th levels.

**Human non-martials:** 1st, 6th and 10th levels.

**Demihumans:** 1st and 5th levels.

- **Weapons:** In the case of a tech using a weapon, it will be listed.

- ★ Accurate Strike
- ★ Antibody
- ★ Arcane Literate
- ★ Arcane Measures
- ★ Arcane Sleuth
- ★ Blade Juggler
- ★ Bloodlust Slash
- ★ Calm Spirit
- ★ Channel Magic
- ★ Chtonic Whisper
- ★ Clearhead
- ★ Concoction of Rest
- ★ Consecutive Slash
- ★ Construction Cunning
- ★ Counter-Attack
- ★ Defender Tactics
- ★ Device Maintainer
- ★ Door Finder
- ★ Double Shoot
- ★ Evil Vanquisher
- ★ Fauna Speaker
- ★ Fierce Spear
- ★ Footwork
- ★ Graceful Touch
- ★ Heart Casting
- ★ Impose Presence
- ★ Improved Chant
- ★ Keen Infravision
- ★ Leader Magnetism
- ★ Locomotion
- ★ Lore Researcher
- ★ Lucky Appeal
- ★ Magic Scriber
- ★ Magistrike
- ★ Noise Curiosity
- ★ Panther Motion
- ★ Piercing Thrust
- ★ Protector Manoeuvre
- ★ Ram Through
- ★ Return Fire
- ★ Roomtrap Cunning
- ★ Sand Throw
- ★ Shape Morph
- ★ Sharp Shoot
- ★ Sharp Throw
- ★ Side Steps
- ★ Smashing Strike
- ★ Smooth Mind
- ★ Tiger Motion
- ★ Wing Shooter

## Techniques Descriptions

### Accurate Strike

The character may roll 1d4 and add the result to the attack roll. The d4 result is applied as a penalty to the damage roll.

### Antibody

The character becomes immune to poisoning effects.

### Arcane Literate

If the *Read Magic* spell is known, its effects are always active.

### Arcane Measures

The “plus” bonuses from magic weapons are ignored. Nullifies damage from spells and wands on a successful save with a result of 5 above its saving throw value.

### Arcane Sleuth

If the *Detect Magic* spell is known, its effects are always active within the 10' range.

### Blade Juggler

Missile attacks with bladed weapons ignore partial cover.

**Weapons:** Hand axes and daggers.

### Bloodlust Slash

On a **maximum damage dice result** or a **natural 20**:

A hit creature able to bleed loses 1 hit point per round (up to a maximum of 6 rounds). Magical healing or bandaging negates further damage.

**Weapons:** Swords, axes and daggers.

### Calm Spirit

If the character loses initiative and is successfully attacked or fails a saving throw before their turn, the spell being cast has a **3-in-6 chance** to not disrupt.

### Channel Magic

The character can cast a known spell using a memorised spell of a higher spell level.

### Chtonic Whisper

A touched character that died within three rounds may **save vs death** to return from the dead with 1 hit point and cannot return again before gaining an experience level. Returned character must offer half its possessions or will lose its soul and be shredded to pieces.

### Clearhead

The character becomes immune to charm effects.

### Concoction of Rest

The character can mix herbs, fruits, roots, etc to make a magical concoction. Next time the drinker rests, it restores 1d3 points of damage (3d3 points of damage for a full day of resting).

### Consecutive Slash

On an **attack roll of 18 or higher**: Roll an additional damage dice divided by 2 rounded up. STR modifier doesn't apply.

**Weapons:** Swords, axes and daggers.

### Construction Cunning

The character has a **4-in-6 chance** of being able to detect new construction, sliding walls, or sloping passages when searching.

### Counter-Attack

Missed melee attacks against the character allows it to answer its aggressor with a melee attack if able at a **-4 attack penalty**.

### Defender Tactics

If the character is using a shield, melee attack rolls made against allies 10' near suffer a -2 penalty.

### Device Maintainer

After an uninterrupted night's sleep, the rods, staves or wands that are in possession of the character regain one charge (cannot regain more charges than the number it had when found). It still not possible for characters to discover the number of charges in an item.

### **Door Finder**

The character has a **4-in-6 chance** of locating secret or hidden doors when searching.

### **Double Shoot**

The character may spend two arrows to roll two damage dice and choose the better result.

**Weapons:** Bows, crossbows.

### **Evil Vanquisher**

The character's *Turning the Undead* ability becomes able to affect malevolent beings of chaotic alignment (e.g. nightmares, rakshasas, shadows).

### **Fauna Speaker**

If the *Speak with Animals* spell is known, its effects are always active within the 10' range.

### **Fierce Spear**

The character may do a melee attack against creatures it can see that are 5' away its normal reach **at a -2 penalty**.

**Weapons:** Spears, lances and polearms.

### **Footwork**

The character may move 10' farther than its normal movement rate to make a melee attack. Character suffers no penalties on withdrawals and retreats.

### **Graceful Touch**

Restores 1 point of damage on a character. Effective on any individual at most once per turn.

### **Heart Casting**

The character can cast spells without speaking and if unable to see its target.

### **Impose Presence**

Whenever the character kills a creature, any on the opposing side must do a morale check if able. If the character kills with a single attack, the morale check gains a +1 bonus.

### **Improved Chanter**

The character can move and cast spells in the same round. Becomes able to cast spells even though bound or unable to move its hands.

### **Keen Infravision**

The character has **infravision to 90'**.

### **Leader Magnetism**

The character's maximum **hirelings increase by 2** and receive a **+2 bonus** to loyalty checks.

### **Locomotion**

The character becomes immune to paralyzing effects.

### **Lore Researcher**

The character's *Lore* ability has a **4-in-6 chance** of knowing lore pertaining to monsters, magic items, or heroes of folktale or legend. This ability may be used to identify the nature and powers of magic items.

### **Lucky Appeal**

Once per day, the character may reroll a save if it has already faced that challenge before in its lifetime.

### **Magic Scribe**

The character can create scrolls at cost of 1 day per spell level and 100gp per spell level.

### **Magistrike**

Using a staff or wand to aim, the character can make a magical missile attack (5'–30' / 31'–60' / 61'–90') that deals 1d2 magical damage (1d3 on 6th level and 1d4 on 12th level). The character can move normally rather than declare a spell.

### **Noise Curiosity**

The character has a **4-in-6 chance** of hearing noises when listening at doors.

### **Panther Motion**

The character can move and attack while hiding in shadows.

### **Piercing Thrust**

On an **melee attack roll of 18 or higher**: Deals 1d2 additional damage. Victim's movement drops to half its maximum speed.

**Weapons:** Spears, lances and polearms.



### **Protector Manoeuvre**

If an ally 10' near is attacked: Character may move and receive the attack in its place. Doesn't count as retreat and the character cannot attack in its next turn.

### **Ram Through**

On a **maximum damage dice result or a natural 20**: A hit creature receives a **-1 penalty to AC** for 1 turn.

**Weapons**: Maces, hammers and clubs.

### **Return Fire**

Missed missile attacks against the character allows it to answer its aggressor with a missile attack **at a -4 attack penalty** if able.

### **Roomtrap Cunning**

The character has a 4-in-6 chance of detecting non-magical room traps when searching.

### **Sand Throw**

On a **melee attack roll of 18 or higher**: May use the opportunity to throw sand upon creature's eyes. Creature must **save versus breath** or be blinded for 1 round.

### **Shape Morph**

The character's **Shape Change** ability can be used twice per day at 7th level and three times per day at 12th level.

### **Sharp Shoot**

Missile attacks at long distance are done as it was at medium distance.

**Weapons**: Bows, crossbows, slings.

### **Sharp Throw**

Missile attacks at long distance are done as it was at medium distance.

**Weapons**: Spears, javelins, hand axes and daggers.

### **Side Steps**

If attacked, the character may move 1d2×10' away. Character suffers no penalties on withdrawals and retreats.

### **Smashing Strike**

On an melee attack roll of 18 or higher: Next weapon damage victim receives isn't rolled, it's considered the maximum result.

**Weapons**: Maces, hammers and clubs.

### **Smooth Mind**

**+1 bonus** to saving throws against mental powers and mind-affecting magic.

**Feeblemind**: No penalty on saving throw and on a fail, becomes unable to think clearly or cast spells for 1d3 rounds only.

### **Tiger Motion**

The character can move and attack while hiding in undergrowth.

### **Wing Shooter**

On an attack roll of 18 or higher against flying creatures: **Deals double damage**.

**Weapons**: Bows, crossbows.

## Techniques Available by Classes

### **Acrobat**

- Accurate Strike
- Blade Juggler
- Bloodlust Slash
- Consecutive Slash
- Fierce Spear
- Leader Magnetism
- Panther Motion
- Piercing Thrust
- Return Fire
- Sand Throw
- Sharp Throw
- Side Steps

### **Assassin**

- Accurate Strike
- Bloodlust Slash
- Consecutive Slash
- Double Shoot
- Fierce Spear
- Impose Presence
- Panther Motion
- Return Fire
- Sand Throw
- Sharp Throw
- Side Steps
- Wing Shooter

### **Barbarian**

- Accurate Strike
- Bloodlust Slash
- Consecutive Slash
- Counter-Attack
- Footwork
- Impose Presence
- Leader Magnetism
- Ram Through
- Return Fire
- Smashing Strike
- Tiger Motion

### **Bard**

- Accurate Strike
- Channel Magic
- Double Shot
- Heart Casting
- Leader Magnetism
- Lore Researcher
- Lucky Appeal
- Magic Scribe
- Return Fire
- Sharp Shoot
- Side Steps
- Wing Shooter

### **Cleric**

- Calm Spirit
- Channel Magic
- Chtonic Whisper
- Device Maintainer
- Evil Vanquish
- Fauna Speaker
- Graceful Touch
- Heart Casting
- Improved Chanter
- Leader Magnetism
- Magic Scribe
- Smashing Strike

### **Drow**

- Accurate Strike
- Door Finder
- Double Shot
- Footwork
- Locomotion
- Noise Curiosity
- Sharp Shoot
- Wing Shooter

### **Druid**

- Calm Spirit
- Channel Magic
- Chtonic Whisper
- Concoction of Resting
- Device Maintainer
- Fauna Speaker
- Graceful Touch
- Heart Casting
- Improved Chanter
- Leader Magnetism
- Magic Scribe
- Shape Morph

### **Duergar**

- Antibody
- Construction Cunning
- Impose Presence
- Noise Curiosity
- Ram Through
- Smashing Strike

### **Dwarf**

- Antibody
- Construction Cunning
- Keen Infravision
- Noise Curiosity
- Ram Through
- Smashing Strike

### **Elf**

- Accurate Strike
- Door Finder
- Double Shot
- Footwork
- Keen Infravision
- Locomotion
- Noise Curiosity
- Sharp Shoot
- Wing Shooter

### **Fighter**

- Accurate Strike
- Bloodlust Slash
- Consecutive Slash
- Counter-Attack
- Defender Tactics
- Double Shot
- Fierce Spear
- Footwork
- Impose Presence
- Leader Magnetism
- Piercing Thrust
- Protector Manoeuvre
- Ram Through
- Return Fire
- Sharp Shoot
- Sharp Throw
- Smashing Strike
- Wing Shooter

### **Gnome**

- Clearhead
- Construction Cunning
- Keen Infravision
- Noise Curiosity
- Side Steps

### **Half-Elf**

- Accurate Strike
- Door Finder
- Double Shot
- Footwork
- Keen Infravision
- Sharp Shoot
- Wing Shooter

### **Halfling**

- Accurate Strike
- Clearhead
- Keen Infravision
- Lucky Appeal
- Noise Curiosity
- Sharp Shoot
- Sand Throw
- Side Steps

### **Half-Orc**

- Keen Infravision
- Panther Motion
- Sand Throw
- Side Steps

### **Illusionist**

- Arcane Literate
- Arcane Measures
- Arcane Sleuth
- Channel Magic
- Device Maintainer
- Improved Chanter
- Leader Magnetism
- Magic Scriber
- Smooth Mind

### **Knight**

- Accurate Strike
- Bloodlust Slash
- Consecutive Slash
- Counter-Attack
- Defender Tactics
- Fierce Spear
- Footwork
- Impose Presence
- Leader Magnetism
- Piercing Thrust
- Protector Manoeuvre
- Ram Through
- Smashing Strike

### **Magic-User**

- Arcane Literate
- Arcane Measures
- Arcane Sleuth
- Calm Spirit
- Channel Magic
- Device Maintainer
- Improved Chanter
- Leader Magnetism
- Magic Scriber
- Magistrike
- Smooth Mind

### **Paladin**

- Counter-Attack
- Defender Tactics
- Evil Vanquish
- Fierce Spear
- Footwork
- Impose Presence
- Leader Magnetism
- Piercing Thrust
- Protector Manoeuvre
- Ram Through
- Smashing Strike

### **Ranger**

- Accurate Strike
- Consecutive Slash
- Counter-Attack
- Double Shot
- Leader Magnetism
- Return Fire
- Sharp Shoot
- Side Steps
- Wing Shooter

### **Thief**

- Accurate Strike
- Blade Juggler
- Consecutive Slash
- Counter-Attack
- Leader Magnetism
- Panther Motion
- Return Fire
- Sand Throw
- Side Steps

### **Svirfneblin**

- Clearhead
- Construction Cunning
- Keen Infravision
- Noise Curiosity
- Side Steps

# HEALING

## Character's Self-Regeneration

Determines additional hit points the character recovers via resting.

### Constitution modifiers

| CON   | Restored hit points |
|-------|---------------------|
| 3     | +0 hp               |
| 4-5   | +0 hp               |
| 6-8   | +0 hp               |
| 9-12  | +1 hp               |
| 13-15 | +1 hp               |
| 16-17 | +2 hp               |
| 18    | +2 hp               |

## Healing Items with Monsters

Healing items are normally found randomly within treasure types.

**Option:** Besides the treasure types, humanoid or intelligent monsters individually have **1-in-6 chance** to bear a healing item (e.g. *potion of healing*, *ointment*, *antidote*).

## Healing Progression

The majority of magical healing (e.g. spells, potions) rolls one or two d6.

**Option:** Healing progresses according to the crafting or caster's level.

- **Healing spells and staves according to caster's level:** Per each d6 that would be rolled, restores instead:

### Spells and staves table

| Level          | Restore |
|----------------|---------|
| 2nd-3rd        | 1d6 hp  |
| 4th-6th        | 2d6 hp  |
| 7th-9th        | 3d6 hp  |
| 10th-12th      | 4d6 hp  |
| 13th or higher | 5d6 hp  |

- **Healing potions according to potion's crafting:** Roll a d20 to know the quality of the potion of healing. Per each d6 that would be rolled, restores instead:

### Potions table

| d20   | Quality   | Restore |
|-------|-----------|---------|
| 1-8   | Poor      | 1d6 hp  |
| 9-14  | Fair      | 2d6 hp  |
| 15-17 | Good      | 3d6 hp  |
| 18-19 | Amazing   | 4d6 hp  |
| 20    | Excellent | 5d6 hp  |

# OTHER OPTIONS

## Armour with Damage Reduction

**Option:** Additionally to avoid damage in combat, the armour reduces the damage (each die rolled inflicts a minimum of 1 hit point damage) received from attacks (e.g. weapons, claws, stones) when the character is harmed depending on the source.

### Damage reduction table

| Armour     | Source of damage                 |
|------------|----------------------------------|
| Leather    | Smaller than human creatures     |
| Chainmail  | Human-sized or smaller creatures |
| Plate mail | Creatures of any size            |

- **Non-magical armours:** Reduces the damage by 1 point per damage die rolled depending on the source size.
- **Magic armour:** Additionally reduces the damage from magic spells (by 1 point per damage die rolled) and breath weapons (by 1 point for each HD of the monster).

## Elemental Protection from Druids

The *Protection from Fire and Lightning* spell from Druid spell list grants protection against fire or electric damage.

**Option:** Caster may choose to grant protection against cold damage too. The spell becomes *Protection from Ice, Fire and Lightning*.

## Nutritious Effects from Food

**Option:** Consuming the daily ration or the food found in the wilderness makes more than normal sustain.

- **After eating:** Roll a d4 to know the nutritious effect:

### Food effects table

| d4 | Effect                                      |
|----|---|
| 1  | Recover 1 hit point                         |
| 2  | +1 bonus on the next attack roll            |
| 3  | +1 bonus to AC the next time being attacked |
| 4  | +1 bonus on the next saving throw           |

## Poison Counters

**Option:** Rather than instantly killing characters, they gain poison counters.

- **A failed save vs poison:** A character gets a poison counter.
- **The 3rd poison counter:** Kills a character.
- **Removing stacked poison counters:** By magic or items only (e.g. *Neutralise Poison*).

## Potion Crafting per Batch

**Option:** Some potions are easier to craft and an alchemist can make a whole batch rather than a single potion. The alchemist makes 1d6+2 potions per batch.

- **Examples of easy crafting potions:** *Delusion, Healing, Heroism, Levitation, Poison, Treasure Finding*.

### **Reversed Haste Spell**

**Option:** Haste spell from Magic-user spell list may be reversed.

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### **Reversed: Slow**

Up to 24 creatures in a 30' radius area are enchanted:

- **Initiative:** Always loses (no roll).
- **Affected creatures:** Moves at half speed and can only attack every second round. The victim may **save versus spells** to resist.
- **Not affected:** Spellcasting and use of magical devices.
- **Dispels:** An active *Haste* spell and can be dispelled too with *Haste*.

### **Reversed Poison Spells**

**Option:** Poison-related spells from Cleric and Druid spell lists may be reversed to harm.

---

#### • **Slow Poison:**

Reversed: *Slow Effect Poison*

Has two usages:

**1. A creature touched:** Takes 1hp of damage per round. If the subject is at 1hp, the creature must **save versus poison** to inflict no further damage. In combat, a melee attack roll is required.

**2. Infuse an item, food, drink with poison:** Someone who ingest or touches it, takes 1hp of damage per round. If the subject is at 1hp, must **save versus poison** to inflict no further damage.

#### • **Neutralise Poison and Protection from Poison:** Reversed: *Produce Poison*

Has two usages:

**1. A creature touched:** After 1d2 rounds takes 3 points of damage per level of the caster (**save versus poison** for half). In combat, a melee attack roll is required.

**2. Infuse an item, food, drink:** Someone who ingest or touches it, must **save versus poison** or dies.

• **Infusing weapons:** Works only for the first time the weapon hits and lasts for 1 turn before stopping to work.

### **Rolling Character's Hit Points**

A new Hit Die of the specified type should be rolled and the result added to the character's maximum hit point total.

**Option:** When a character gains a level of experience and rolls to add a new hit die to its maximum hit points, if the roll is above the specified number (see the table below), the result is kept. If the roll is below the specified number, the result is disconsidered and the specified number is considered as the result.

### **Hit die table**

| <b>Hit die</b> | <b>Specified number</b> |
|----------------|-------------------------|
| d4             | 3                       |
| d6             | 4                       |
| d8             | 5                       |

### **Sleep Spell Effectiveness**

The *Sleep* spell from Magic-User spell list cannot affect creatures with HD higher than 4+1.

**Option:** A single creature with HD higher than 4+1 may be affected by *Sleep* spell:

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• **Resist:** Higher than 4 +1 HD creatures must **save versus spells** to avoid sleeping.

• **Killing:** A single attack with a bladed weapon does not kill a creature enchanted by the spell. If attacked the creature awakens instead.

#### • **Duration on creatures per HD:**

**a. 4+1 to 9 HD:** Are affected for 1d2 turns.

**b. 9+ or higher HD:** Are affected for 1d4 rounds.

## Spell Points

An option for a spell caster to use its resources wisely and freely.

- **Total:** A character spell points (**Sp**) is equal to its spells per day total sum multiplied by 2.
- **After an uninterrupted night's sleep:** A character recovers all its spell points.
- **Cost:** The value of Sp a spell spends depends if its an arcane spell or a divine spell as in the table below:

### Spell points cost

| Spell level | Arcane magic | Divine magic |
|-------------|--------------|--------------|
| 1st         | 2 sp         | 2 sp         |
| 2nd         | 3 sp         | 3 sp         |
| 3rd         | 5 sp         | 4 sp         |
| 4th         | 7 sp         | 6 sp         |
| 5th         | 9 sp         | 9 sp         |
| 6th         | 15 sp        | —            |

- **Re-memorize:** If an effect would make a character re-memorize a spell (e.g. **Pearl of Power**), it gains a number of Sp equal to that spell level.
- **Magic missile:** If conjuring additional missiles the spell costs 2 sp more to cast for each missile.

# MONSTERS

- ★ Aboleth
- ★ Basilisk, Crowned
- ★ Corridor Monitor
- ★ Knight, Gullygug
- ★ Medusa, Head
- ★ Snow Arcanist



## **Aboleth**

Evil, very intelligent, large amphibious creatures. Dwells in underground lakes and caverns of the Underworld. Feed on the brains of humanoids.

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**AC** 4 [15], **HD** 8\*\*\* (36hp), **Att** 1 × mental power (see below) or 4 × tentacle (1d6 + disease), **THACO** 12 [+7], **MV** 30' (10') / 180' (60') swimming, **SV** D8 W9 P10 B10 S12 (8), **ML** 10, **AL** Lawful, **XP** 2,300, **NA** 1d4 (1d4), **TT** F

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- **Disease:** Any creature struck by its tentacles must **save versus spells** or its skin will change into a membrane in 1d6+1 rounds. **Cure Disease** stops the change.
- **Membrane skin:** The character must be kept damp with cool water or will take 1d12 points of damage per turn. **Cure Disease** changes the membrane back to normal skin.
- **Mucous cloud:** While underwater, anyone within 5' from the aboleth must **save versus poison** or becomes able to breathe water, but unable to breathe air, suffocating in 2d6 rounds. **Cure Disease**, soap or wine dissolves the mucous and returns a character back to normal.
- **Mental powers:** May use each of the following powers three times per day:
  - Illusion:** Visual and audial. Concentration required. Remains until touched or dispelled.
  - Mind enslave:** A target within 30' must **save versus spells** or become a mind slave controlled telepathically. If the victim is more than a mile from the aboleth, a new save may be made each day. **Remove Curse**, **Dispel Magic** or the aboleth's death releases the victim.
- **Water breathing:** The aboleth can bestow the ability to breathe water for a creature for 1d3 hours.

## **Basilisk, Crowned**

20' long, serpentine lizards. Unintelligent, but highly magical. Dwell in caverns and twisted brambles.

---

**AC** 2 [17], **HD** 7+3\*\* (38hp), **Att** 1 × bite (2d8 + petrification), 1 × gaze (petrification), **THACO** 12 [+7], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (7), **ML** 10, **AL** Neutral, **XP** 1250, **NA** 1d3 (1d6), **TT** G

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- **Petrifying touch:** Anyone touched is turned to stone (**save vs petrify**).
- **Petrifying gaze:** Anyone meeting its gaze is turned to stone (**save versus petrify**). Unless averting eyes or using a mirror, characters in melee are affected each round.
- **Averting eyes:** **-4 penalty** to-hit; the crowned basilisk gains a **+3 bonus** to attack.
- **Mirrors:** Its reflection is harmless. Fighting by looking in a mirror incurs a **-1 penalty** to attack. If a crowned basilisk sees its own reflection (**1-in-6 chance**), it must save or be petrified.

## **Corridor Monitor**

Constructs made with magic and metal by mage artificers. Non-intelligent, but helpful to patrol inside dungeons.

---

**AC** 4 [15], **HD** 3\* (13hp), **Att** 1 × torch (1d4), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Neutral, **XP** 50, **NA** 1 (1), **TT** Torches

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- **Warns:** If it sees an intruder.
- **Magic lantern:** Inside its body, lit by a **Continual Light** spell. Casts light in a 30' radius.
- **Torches:** 1d4 torches to help allies. May use the torches to attack intruders.
- **Detect invisible creatures:** Within 60'.
- **Spell immunity:** Unaffected by *sleep* or *charm* spells.
- **If captured:** May be put under service of new masters if rebooted and reassembled by a mage artificer.

### **Knight, Gullygug**

Tribal, frog-like humanoids that learnt chivalry. Dwell in damp, dark places.

---

**AC** 2 [17], **HD** 4\* (18hp), **Att** 1 × weapon (1d6 or by weapon) or 1 × bite (1d4 + 1), **THACO** 16 [+3], **MV** 30' (10') / 150' (50') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Neutral, **XP** 125, **NA** 1d6 (1d6), **TT** B

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- **Surprise:** On a 1–3, due to chameleon-like skin.
- **Sticky tongue:** Attack up to 15' away. On a hit, a foe (up to dwarf size) is dragged to the mouth and bitten.
- **Hopping attack:** Jump up to 30' forwards and **gain +1 to attack**. If wielding an impaling weapon (e.g. spear), this counts as a charge and inflicts double damage on a successful hit.

### **Medusa, Head**

Spawns of medusas that appear near their medusa matriarch. Often live in dark, dungeon areas.

---

**AC** 6 [13], **HD** ½\* (2hp), **Att** 1 × bite (1d2 + petrification), **THACO** 19 [0], **MV** 120' (40') flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (11 with medusa), **AL** Chaotic, **XP** 6, **NA** 4d10 (4d10), **TT** Q

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- **Flighty:** Unless magically summoned or controlled, medusa heads check morale every round.
- **Hate the sun:** **-1 to-hit** in full daylight.
- **Petrification:** Medusa head's bites have a weak petrifying effect that will turn someone to stone for 1d3 turns (**save versus petrify**).
- **Matriarch:** For every 10 medusa heads, there is a **4-in-10 chance** of an medusa accompanying them.

## **Snow Arcanist**

Highly intelligent silver-haired sorcerers dedicated to the arts of cryomancy. Dwells in cold regions.

---

**AC** 6 [13], **HD** 4\*\*\* (19hp), **Att** 1 × staff (1d4 + freezing), 1 × spell or diamond dust, **THACO** 16 [+3], **MV** 120' (40'),  
**SV** D10 W11 P12 B13 S14 (4), **ML** 8,  
**AL** Neutral, **XP** 225, **NA** 1d4 (1d6), **TT** F

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- **Diamond dust:** Twice per day, conjures a cone of freezing energy, 20' long and 15' wide at the far end. Creatures caught in the cone suffer 4d6 damage, with a successful **save versus spells** indicating half damage.
- **Freezing:** If staff hits or on a **natural 1-4** saving against diamond dust: Creature is frozen for 6 days (**save versus petrify** to avoid). If the frozen creature suffers damage from a blunt weapon, the ice shatters, killing it instantly.
- **Spells:** Can cast two spells of the following list:  
*Charm Person, Cone of Cold, Control Weather (Fog or Snow), ESP, Hailstorm, Invisibility, Mirror Image, Phantasmal Force, Sleep, Wall of Ice.*
- **Cold immunity:** Unharmed by cold-based attacks.
- **Magic resistance:** **+2 bonus** to savings against magic.
- **Distrust of fire:** And those who wield it.
- **Leader:** 30% of groups are led by a **6HD (26hp, AC 4 [15])** high snow arcanist. The leader can use diamond dust three times per day and cast four spells of the same spell list.

# OPTIONAL MONSTER BULLETS

## **Boar Charge**

When not in melee. Requires a clear run of at least 20 yards. Tusks or gore inflict double damage.

- **Suggested for:** Boar-like monsters (e.g. *Boar*, *Wereboar*, *Devil Swine*).

## **Bribe and Toll**

If the creature succeeds on a morale check, characters may bribe it to stop fighting paying 100 gp per HD. 3-in-6 chance to accept.

- **Suggested monsters:** Outlaw and mercenary-like monsters (e.g. *Pirate*, *Brigand*, *Bandit*).

## **Death Roll**

A bite attack roll of 18 or higher indicates that one of the target's extremities is caught. The crocodile spins and the bitten (determined randomly, e.g. 1–2: leg, 3–4: arm, 5–6: head) is severed (**save versus death** to avoid).

- **Suggested for:** Crocodile-like monsters (e.g. *Normal Crocodile*, *Large Crocodile*, *Giant Crocodile*).

## **Death Roulette**

Once per day, name up to five opposing creatures and itself. Give a number to each and roll a d6: The chosen creature must **save versus death** or die.

- **Suggested for:** Demon-like monsters (e.g. *Rakshasa*, *Demonic Knight*).

## **Goblin Hexstrike**

Once per day, when the goblin hits a creature, inflicts 2d3 instead of its normal weapon damage and the hit creature suffers -1 to attacks for 2 rounds.

- **Suggested for:** Goblin-like monsters (e.g. *Goblin*, *Hobgoblin*, *Bugbear*).

## **Guillotine Move**

A melee attack roll of 18 or higher: Human-sized or smaller creatures are decapitated (**save versus death** to avoid).

- **Suggested for:** Giant insect-like monsters (e.g. *Giant Tiger Beetle*, *Giant Mantis*, *Giant Scorpion*)

## **Iron Headbutt**

A butt attack roll of 18 or higher: **+1 damage bonus** per monster's HD. Human-sized or smaller creatures must **save versus death** or fall prone, unable to attack until able to stand up again.

- **Suggested for:** Herd animals-like monsters (e.g. *Goat*, *Elk*, *Caribou*).

## **Titanic Smash**

Once per day, a melee attack roll of 18 or higher: After damage roll, if the hit creature is smaller and didn't die, must **save versus death** or its hp is reduced to only 1.

- **Suggested for:** True giant monsters (e.g. *Fire Giant*, *Storm Giant*, *Cloud Giant*).

## **Wing Flurry**

Twice per day, while the creature is in midair all within 60' suffers 3d6 and are pushed 30' away (**save versus death** for half damage and push).

- **Suggested for:** Large winged monsters (e.g. *Griffon*, *Hippogriff*, *Roc*).