

Book of magic

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Magic spells

Memorized hand gestures combined with arcane spoken words bring about magical effects through spells. A spell-caster may cast a total number of spell levels equal to his STR per day. For instance, a mystic with a STR of 14 may cast two fifth-level spells, a third-level spell, and one first. This reflects the draining aspect of spell-casting. All spell casters need 8 hours of rest to restore spell ability. Elves may learn to *trance* instead.

Spells come in three forms.

Arcane: the arcane magic used by magicians, halflings, dwarves, and elves come from research into the secrets of reality. Arcane spells draw upon mystical and unstable energies. The instability and unknowable nature of the power source leads to occasional spell failure.

Divine: mystics do not derive their spells through experimentation and research, but instead receive knowledge and power through prayer to their god (or devil). Divine magic is, like the gods themselves, infallible. It is only available to those who will commit themselves to the gods. Mystics are limited to spell levels their devotion has revealed.

Druidic: Druids uncover and utilize magic emanating from the power of the natural order. Like arcane magic, its casting is not infallible. Only the wild races (e.g. erdei, goblins, shambling mounds) have access to it.

Spell failure

While spells cast from a scroll do not fail, all other arcane and druidic spells have a chance of failing. To successfully cast a spell, **the caster must roll 2d4-2 and get a result of at least the spell's level.** Witches add their "spell casting" adjustment due their level. The use of a magic wand reduces the chance of

failure for arcane spells, adding +1 to the roll.

The likelihood of spell success is calculable from the distribution below.

Wizards may use any armor but note that restrictive and steel-based armor raises the chance of spell failure:

Armor worn	Failure modifier
Leather armor	-1
Chain mail	-2
Plate mail	-3

This impact on spell casting is reduced for magical armor, by one point per "plus" of the armor. So, the failure modifier for +1 chain mail is only -1.

Results of spell failure

The DM should choose what happens in case of spell failure. For instance, a failed fireball might immolate the spell-caster's clothes and possessions or summon a fire salamander. A failed *Wizard lock* spell might permanently and irrevocably lock the target or smash it. Whatever happens, it should fit the circumstances and the story that is unfolding. The severity of the results should match the degree to which the spell-caster was over-reaching, if at all: so, a first level magician attempting a fifth level spell should endure terrible results¹ while a first level magician flubbing a first level spell should perhaps suffer embarrassment.

Spell casting constraints

All spell casters need to be able to move their hands and speak in order to make the gestures and speak the magical phrases that bring magic effects into being. One cannot cast spells if he is gagged or shackled, or he is in an area under the effects of a *silence* spell. Or if he is engulfed in a gelatinous cube.

Spell casters may take no other actions during the same round they intend to cast a spell. A PC must announce the intention to cast a spell prior to initiative being determined at the beginning of a round. Should an opponent successfully attack the character, or if the character is required to roll a saving throw and fails prior to casting a spell, the spell is disrupted and fails. The failed spell counts against their daily limit as if it had been cast. Finally, in most instances a spell caster must have the spell's intended target within visual range (unless otherwise noted), whether the target is a specific monster, character, or area of effect.

Acquiring spells

years hunting it and eradicating it at great cost.

¹ This happened to Ged in the Earthsea books, where his failure at an overly-ambitious spell let loose something awful that tore up the hero's face and fled into the world, causing him to spend

Mystics and druids have access to all listed spells. Wizards and elves begin with four spells – the player may choose three first level spells and one second level spell, but any other spells can only be added to a spell book through game play (see Spellbook under “equipment”, p17 *book of lore*). Halflings and dwarves are taught their limited spell selection from others of their kind.

Gaining spells

Wizards and elves gain additional spells by finding them in spell books or scrolls to copy to their spell book, or by conducting original research. Spells may not be purchased, as spells are the most closely guarded secrets to arcane casters.

Whether conducting original research or rebuilding a lost spell book, a wizard or elf can build a spell book one spell at a time, at a cost of 1 week of game time and 1,000 gp for each spell level. For instance, if two first level spells and one 2nd level spell are researched, it will take 4 weeks and 4,000 gp. This activity requires complete concentration, and a character doing this work may not engage in any other activity for the duration.

Reversible spells

Some spells are reversible, and this will be indicated for each spell. The DM may limit a mystic’s use of reversed spells to some degree if a reversed spell is against the beliefs of the mystic’s god.

Cumulative spell effects

Spells that affect different abilities can be combined. In addition, spells can be combined with the effects of magic items. However, spells cannot be used to increase the same ability. For instance, a character cannot cast two bless spells for cumulative effect.

Spell details

Each spell has level, duration, and range listed for convenience, with additional information about each spell in the description. Level is the spell level. Duration is the amount of time the spell is in effect. Range is where the spell effect is centered, not the area of effect of a spell, which is mentioned in the spell description, where applicable. For example, a spell range of 0 is centered on the caster, whereas with a range of 30’ a spell could be centered anywhere within 30’ of the caster. A range of touch indicates that a thing or creature must be touched for the spell to take effect. Sometimes the range of a spell is the same as the area of effect, due to the nature of the spell.

Divine (Mystic) spells

Antidote: negate the effects of poison if used within one turn.

Augury: The spell informs the caster whether the action is likely to be beneficial, harmful, or neutral to the caster's party. The results may be cryptic, but the general tenor should be clear. Takes ten minutes to cast. Cast at 5 spell points, deity grants a vision, as clearly as if you were there; this grants a perfect understanding of the situation.

Awe: impose 2 point penalty to enemy morale checks.

Bless: grant +1d6 towards a single specific action.

Clear: counteract a magical mental effect such as *Confusion* or *Charm*. From 7th, removes curse.

Courage: counteract magical fear. From 4th level, counteracts fear of dragons etc in 0-level humanoids.

Dispel: suppress a major enchantment or destroy a minor enchantment. From 14th level, removes enchantment from magic items.

Exorcise: drive out a possessing spirit, which may not return to the same host.

Guidance: The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take, then disappears. The message is through gesture only; communication is severely limited. Does not count against spell limits for the day.

Inspire: grant bonus to morale checks for all allied retainers for one exploration turn.

Know: determine whether an object or person is unholy, enchanted, or possessed. At caster's 4th level also reveals corruption and betrayal. At 14th level provides true seeing.

Light: From caster's 1st level: holy symbol shines; duration and illumination as torch; does not count against allotment of spells. At 4th level also reveals undead to a distance of 100m. At 8th level the light is also invisible to sinister creatures of all kinds. At 12th level will also reveal secret doors.

Protect: grant a defensive bonus of +1d6 for one exploration turn.

Purify: remove corruption, including contamination from food or drink. Does not count against allotment of spells. From caster's 3rd level, also create holy water.

Question: know if the answer to one question is a lie. From caster's 14th level this ability becomes innate.

Release: Dispel paralysis if used within one turn. From 8th level, removes shackles, binds, etc.

Remedy: cure a non-magical disease. From caster's 3rd level, removes blindness or deafness.

Resist: 20-50% resistance versus one of acid, fire, lightning, or cold for one exploration turn. At 7th level is 50-80% effective and duration is one hour. At 14th is 80-100% effective and lasts six hours. At 20th level is 100% effective and automatic.

Seal: closure may not be opened by unholy creatures while holy symbol remains.

Silence: prevents speaking or the casting of spells for 1d6 turns per level.

Smite: a weapon's next successful strike deals +1d6 damage per level to an unholy creature.

Ward: protection from unholy creatures for 1d6 turns per level or until recipient attacks.

Druid spells

Level 1

Animal companion: Attracts 2 HD of normal animals/level

Detect snares and pits: In the wilderness, detect simple traps.

Divine weather: Divines coming weather conditions within a 5 mile radius.

Entangle: Plants & trees entangle creatures in a 40' diameter.

Faerie fire: A pale glow surrounds and outlines the subjects.

Invisibility, animal: A creature is completely invisible to animals.

Locate creature: Druid detects location of a kind of animal, within range.

Obscuring mist: A misty vapor arises around the caster.

Pass without trace: Caster or a subject leaves neither footprints nor scent.

Purify water (Spoil water): Makes poisoned or otherwise undrinkable water pure within a 10'.

Shillelagh: A non-magical staff becomes a +1 weapon, dealing 2d4 damage.

Level 2

Barkskin: Toughens a creature's skin.

Charm person or mammal: Charms person or mammal!

Create water: Generates wholesome, drinkable water.

Find path: See a route through otherwise impassable terrain.

Find plant: Find a specific plant within a 10' diameter circle.

Heat metal (reversible): Heat metal makes metal extremely warm.

Produce flame: Flames appear in the caster's hand for 2 rounds/level.

Speak with animals: Comprehend and communicate with animals.

Stumble: Enchant a 10' trap from organic material.

Warp wood: Causes wood to bend and warp, destroying its form and strength.

Level 3

Animal growth (Reduce animal): 1 non-magical normal animal doubles in size.

Call lightning: Calls down a bolt of lightning for 2d8, +1d8/level damage.

Hold animal: Hold normal animals (including giant versions) up to 400 #/level.

Insect swarm: A swarm of biting, pinching, and stinging insects engulfs a victim.

Plant growth: Vegetation within 20'/level becomes thick and overgrown.

Protection from fire: Subject is completely immune to all fires.

Pyrotechnics: Turns a fire into a burst of fireworks or a thick cloud of smoke.

Snare: Make a snare that functions as a magic trap.

Stone shape: Forms a stone into any shape, total 3' cubed + 1' cubed/level.

Tree shape: Able to assume the form of a small living tree or shrub.

Water breathing (reversible): The subject can breathe water freely.

Level 4

Flash fire (Dampen fire): A 10' square suddenly erupts in flames.

Hallucinatory terrain, druidic: Permanently masks a real stretch of terrain.

Hold vegetation and fungus: Holds all forms of plant and fungus life.

Passplant: Creates a 5' wide passage through vegetation, 10' deep/level.

Repel vermin: All ordinary insects, rats, spiders shut out of a 10' radius.

Speak with plants: Communicate & receive answers from

plants, clear a path.

Summon animal: Summons 1d8 ordinary animals up to 4 HD per animal, if in range.

Summon sylvan beings: Sylvan creates such as warp hounds are summoned.

Temperature control: Raise or lower the ambient temperature within a 20' diameter.

Level 5

Animal growth (Reduce animal): Doubles the size of up to 8 animals.

Anti-plant shell: Creates a barrier to protect from plants.

Commune with nature: Attain knowledge of the surrounding territory.

Control winds: Alter wind force within a 40' radius per caster level.

Summon animal: 3d4 animals of up to 4 HD summoned, or 1d6 animals of up to 8 HD.

Rock to mud (reversible): Turns natural rock into mud, up to 20' cubed/level.

Tree stride: Able to enter trees and move from inside one tree to another.

Animal companion

Level	1
Duration	permanent
Range	10'

Attracts 2 HD of normal animals (and of ordinary animal intelligence) per caster level, and befriend them. The animals must have a neutral alignment. The druid may train these animals, so long as training takes place within 4 months of befriending them. A maximum of three specific behaviors may be trained, much like one might train a dog. It takes 1 week to train an animal to perform 1 behavior, but if the training is interrupted for more than 3 days it must be started all over. It takes 6 turns to cast.

Animal growth (Reduce animal)	Level	3, 5
	Duration	12 turns
	Range	40m

Cast at 3rd level, causes one non-magical normal animal to be doubled in size. The animal can be a "giant" version of the animal, but intelligent animals are unaffected.

Cast at 5th level doubles the size of up to 8 animals within a 20' x 20' area. This doubling effect applies to damage inflicted by the animals and applies to their HD numbers, which affects their attack values.

Reduce animal has exactly the opposite effect whether cast at third or fifth level.

Druid spells

Anti-plant shell

Level	5
Duration	1 turn per level
Range	0

The spell anti-plant shell creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by plant creatures, animated plants, or missiles of plant material. The shell is 20' in diameter, centered on the caster.

Barkskin

Level	2
Duration	4 rounds
	+1 round / level
Range	touch

Barkskin toughens a creature's skin; may be used on the caster or another willing creature. The effect lowers the creature's existing armor class by 1, and provides a +1 to all saving throws except versus spells.

Call lightning

Level	3
Duration	10 rounds / lvl
Range	0

Immediately upon completion of the spell, and once per round thereafter, the caster may call down a vertical bolt of lightning that deals 2d8, +1d8 per level points of electricity damage. The caster must be outdoors and in a stormy area – a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The bolt of lightning flashes down in a vertical stroke at whatever target point chosen within a 120m radius of the caster. Any creature within a 10' radius of the target area or in the path of the bolt is affected. A bolt of lightning may be called once every 10 rounds. Does not function underground, unless there is a clear straight vertical path outdoors. Victims may save versus spells for half of the dice damage.

Charm person or mammal

Level	2
Duration	see below
Range	80'

Functions in much the same manner as the magic-user spell charm person. Refer to that spell description for more details. However, in addition to humanoids, the druid spell may be used to charm mammals, including intelligent animals.

Commune with nature

Level	5
Duration	see below
Range	½ mile rad / lvl

The caster becomes one with nature (in outdoor settings only), attaining knowledge of the surrounding territory. The caster may gain knowledge of 1 fact per caster level from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of

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woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. Casting is 1 turn.

Control winds

Level	5
Duration	10 rounds / lvl
Range	0

Allows the caster to alter wind force within a 40' radius per caster level. The caster can make the wind increase or decrease its strength. The new strength persists until the spell ends or until the caster chooses to alter his handiwork. An "eye" of calm air that is 40' in diameter at the center of the area surrounds the caster. For every caster level, wind can increase or decrease speed by 3 miles per hour, in increments of 3 miles per hour per round. Wind speed reduces at the same rate when the spell ends or is dismissed by the caster.

- Strong winds (30+ mph) make sailing difficult, missile weapons difficult, and forces smaller airborne creatures out of the air.
- A severe wind (45+ mph) causes minor ship and building damage, and forces human-sized airborne creatures from the air.
- A windstorm (60+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.
- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to sink.
- A tornado (175+ mph) destroys all unfortified buildings and often uproots large trees.

Note that in confined spaces, including underground, the spell will function. If the area is confined such that the radius of effect is less than 400', then there is no eye of calm winds and the caster will suffer from the winds just as any other creature in affected radius.

Create water

Level	2
Duration	permanent
Range	10'

Generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or up to 1' cubed per caster level. It takes 1 turn to cast.

Detect snares and pits

Level	1
Duration	4 rounds / level
Range	20m

In the wilderness, the druid can detect simple pits, deadfalls, and snares as well as mechanical traps. The spell does not detect complex traps, including trapdoor traps. In a dungeon or other below ground environment, the druid may only detect

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simple pits.

Divine weather	Level	1
	Duration	2 hours / level
	Range	0

Divines coming weather conditions within a 5 mile radius. The caster can predict the weather into the future by 2 hours per caster level. Only grants knowledge about general weather conditions (rain, snow, wind, temperature, etc.) but cannot detect specific future locations of lightning strikes, tornadoes, etc.

Entangle	Level	1
	Duration	1 turn
	Range	80'

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in a 40' diameter area or those that enter the designated area, holding them fast and causing them to become entangled. A creature may move half its normal movement if it succeeds in a saving throw versus paralysis.

Faerie fire	Level	1
	Duration	4 rounds / level
	Range	80'

A pale glow surrounds and outlines the subjects. Outlined subjects shed light that makes them visible in darkness at a distance of 80', or half this if the creatures are near a light source. The druid may affect creatures within a 40' radius, and may outline up to 12' per caster level. For instance, 2 human sized targets at first level, and 4 human sized targets at 2nd level, etc. The faerie fire can be blue, green, or violet, according to druid's choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers +2 to hit while the spell is in effect.

Find path	Level	2
	Duration	1 hour / level
	Range	see below

Allows the caster to see a route through tangled, rocky, swampy, or otherwise impassable terrain, leading away from the spot of casting in the direction of the caster's choosing. The path revealed is up to 500m / level.

Find plant	Level	2
	Duration	1 turn per level
	Range	0

The caster of is able to find a specific plant within a 10' diameter circle per caster level (10m at level 3, etc.), centered on the

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caster. The caster may concentrate on a different plant type each round, and he may move around since the area of effect follows with him.

Flash fire (reversible)	Level	4
	Duration	1 round
	Range	40'

The caster causes a 10' square area within range to suddenly erupt in flames, potentially igniting flammable materials in addition to inflicting 1d4 hp damage to all creatures in the area.

Dampen fire, the reverse of flash fire, may be used to snuff out any normal fires within the same area.

Hallucinatory terrain, druidic

Level	4
Duration	permanent
Range	80'

Very similar to the magic-user spell of the same name, but with some important differences. The caster makes some terrain look, sound, and smell like some other natural sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. The caster, all druids, and all sylvan creatures recognize the illusion for what it is. The caster may affect a 40' square area per level. The illusion is permanent, unless *Dispel magic* is successfully cast on the enchanted area.

Heat metal (reversible)	Level	2
	Duration	7 rounds
	Range	40'

Heat metal makes metal extremely warm. A creature takes fire damage if its metal weapons, armor, or equipment is heated.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal temperature	Damage
1	Warm (Cool)	None
2	Hot (Cold)	1d4 (1d2) hp
3-5	scorching (Freezing)	2d4 (1d4) hp
6	Hot (Cold)	1d4 (1d2) hp
7	Warm (Cool)	None

Note that when searing damage is delivered, additional effects occur depending on the body parts which are in contact with metal. A target may experience more than one of these effects if metal is contacting multiple body parts. Effects are as follows:

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 extremities (hands, feet), unusable for 2d4 days; body (covered by metal armor), bedridden from extreme burns for 1d4 days; head (covered by a helmet), severely burned, victim is unconscious for 1d4 turns. If searing metal makes contact with flammable material (leather, cloth, etc.) it burns, dealing 2d4 damage the next round.

The reverse of heat metal, chill metal, has similar effects as noted in parenthesis in the table above. However, when freezing damage is dealt, small body parts like the ears, the nose, toes, fingers, etc. are completely frozen and must be amputated. At the referee's discretion, penalties to CHA may apply. Note that magical items or spells that provide protection from fire or cold, or exposure to magical or mundane heat or cold sources will all negate the appropriate spell effect. Heat metal negates chill metal, and vice versa.

Hold animal	Level	3
	Duration	2 rounds / level
	Range	80'

The caster can hold normal animals (including giant versions) for the spell duration, up to 400 lbs. of animals per caster level. If more than 4 creatures are affected, they may save versus spells as normal to avoid the effects of the spell. If creatures fewer than 4 are affected, each creature receives -1 per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures. See also hold person.

Hold vegetation and fungus	Level	4
	Duration	1 round / level
	Range	80'

Holds all forms of plant and fungus life, both intelligent and unintelligent. Held plant or fungus material is unmovable by magical animation or any other movement except by natural outside means, such as wind. Intelligent plants or fungus, or plant/fungus monsters are entitled to a saving throw versus spells to negate the effect. The caster may affect up to 70 square feet of plant-covered terrain, or up to 4 intelligent beings or non-intelligent but sentient and/or independently mobile beings. If creatures fewer than 4 are affected, each creature receives -1 to save versus spells per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures.

Insect swarm	Level	3
	Duration	1 round / level
	Range	10m

As soon as is cast, a swarm of biting, pinching, and stinging insects engulfs a victim. There is a 50% chance either way that the swarm is a mass of flying or crawling insects. They inflict 2 hp damage per round, and a victim may commit no other action than try to get rid of the insect swarm. The caster may

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direct the swarm to attack different opponents, but it takes one round for the insects to disengage one opponent and move to another. Flying insects move at 60m (20m) and crawling insects move at 40m (15m).

Invisibility, animal	Level	1
	Duration	1 turn + 1 round / level
	Range	touch

A druid may cast on himself or another willing creature. The affected creature is completely invisible to ordinary (and giant) animals of normal animal intelligence.

Locate creature	Level	1
	Duration	1 round / level
	Range	0

By casting, a druid may stand and detect whether a specific kind of animal is within range, and where in range it is located. The range is directly in front of the caster, in a 20' wide path that is 20' long per caster level. The caster may face in a different direction per round.

Obscuring mist	Level	1
	Duration	1 min / level
	Range	20'

A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including infravision, beyond 2d4 feet for 4 rounds per caster level and covers 10' cubed per caster level. A strong wind disperses the fog, reducing its duration to 25% of normal.

Pass without trace	Level	1
	Duration	1 turn / level
	Range	touch

The caster or a subject can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible; however, for 6d6 turns any area passed over will radiate faint magic.

Passplant	Level	4
	Duration	5 turns
	Range	touch

The caster creates a passage through vegetation, whether natural or magical. The passage is 10' deep per caster level, 5' wide and 10' high. The caster may choose to hide within a tree, if it is large enough and falls in a direct path of the spell. When the spell ends the caster is simply expelled from the tree in a random direction. However, if the tree is killed (cut down) or otherwise destroyed while the caster is within, he dies.

Plant growth	Level	3
	Duration	permanent
	Range	55m

Plant growth causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within range and a 20' square area per level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must have brush and trees in it to take effect. At the caster's option, the area can be any shape. Has no effect on plant creatures.

Produce flame	Level	2
	Duration	2 rounds / level
	Range	0

Flames as bright as a torch appear in the caster's open hand, for 2 rounds per caster level (unless dismissed early). The flames harm neither the caster nor his equipment; however, they will ignite other flammable materials. In addition to providing illumination, the flames can be hurled at enemies up to 40', bursting to catch fire to any burnable materials within a 2' radius of the impact point.

Protection from fire	Level	3
	Duration	see below
	Range	touch

May be used on the caster or another creature, with different effects in each case. When used on the caster, he is rendered completely immune to all damage from normal and magical fires, no matter their source, for an unlimited time or until an accumulation of 12 hp of damage per caster level is dealt. At that point the spell ends and immunity ends. If the spell is used on another creature, the duration is 1 turn per caster level, during which time the recipient benefits from immunity to all non-magical fires and 50% immunity (half damage) from magical or other fires. In addition, the recipient may save versus fire-based attacks with a +4 bonus.

Purify water (Spoil water)	Level	1
	Duration	permanent
	Range	40'

The caster makes poisoned or otherwise unsanitary or undrinkable water within a 10' square area pure and ready for drinking. The caster may convert a total of 1' cubed of water per level.

Spoil water, the reverse of purify water, makes water undrinkable due to contamination. Spoil water may also be used to render holy or unholy water powerless.

Pyrotechnics	Level	3
	Duration	see below
	Range	55m

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the wishes of the caster.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 40m of the area of effect to become blinded. The size of the pyrotechnics is equal to 10x the size of the fire source. Creatures must have line of sight to the fire to be affected.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud obscures all vision of anything 20' or more distant and lasts for 1 round per caster level. The smoke fills a total area equal to 100x the size of the fire source.

Repel vermin	Level	4
	Duration	1 turn / level
	Range	0

The caster is able to prevent all ordinary insects, rats, spiders, etc. from coming within a 10' radius. Giant vermin or vermin of 2 HD or more may enter the area if they succeed in a saving throw versus spells. However, entering the area causes 1d6 hp damage to them. Does not affect were-rats or intelligent vermin-like creatures.

Shillelagh	Level	1
	Duration	1 round / level
	Range	touch

The caster's own non-magical club or quarterstaff becomes a +1 weapon in regard to attack rolls. The weapon deals 2d4 damage. These effects only occur when the weapon is wielded by the caster.

Snare	Level	3
	Duration	see below
	Range	touch

Enables the caster to make a snare that functions as a magic trap. The snare can be made from any supple vine, a rope, or something similar. When snare is cast, the cordlike object blends with its surroundings (only 10% chance to detect by non-magical means). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens

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around the creature, dealing no damage but causing it to be entangled.

The snare is magical and will restrain a victim for 12 hours. To escape, a trapped creature must be as strong as a giant to break the bonds. The bonds lose their strength over time, so that after 4 hours STR 18 or ogre strength is needed, and after 8 hours STR 16 is needed.

Speak with animals

Level	2
Duration	6 turns
Range	10m

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

Speak with plants

Level	4
Duration	3 turns
Range	20m

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

Stone shape

Level	3
Duration	permanent
Range	touch

Forms an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 3' cubed, + 1' cubed per level. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Stumble

Level	2
Duration	1 turn / level
Range	touch

The caster may enchant a 10' length (or shorter) of organic material, such as a hemp rope, staff, stick, etc. When a creature or creatures walk over the object, it very suddenly rises to trip them (even the caster is not immune!). If a victim fails a saving throw versus spells, he falls to the ground. Any creatures passing over the object and already aware of its magical behavior may save with a +4 bonus. There is only a 20%

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chance of detecting this trip trap by non-magical methods. Creatures walking when tripped suffer no damage and may get up the next round. If running, a creature suffers 1d6 damage from the fall when on stone, rock, or similar unyielding surfaces and is stunned for 1d4+1 rounds. On softer surfaces such as earth, forest floor, etc. no damage is suffered and victims are stunned for only 1 round.

Summon animal

Level	4, 5
Duration	see below
Range	40' per level

Cast at 4th level, the caster of the spell summons 1d8 ordinary animals (including giant types) of up to 4 HD per animal, if they are within range of the spell. The referee will decide the chance of a particular animal type being available, and the caster may attempt up to three different animals before the spell is a failure. Summoned animals will serve the caster for a specific task, including fighting, aiding on a quest, or other goals that may be short term or relatively longer term. The caster may dismiss animals at any time.

Cast at 5th level, a total of 3d4 animals of up to 4 HD may be summoned, or 1d6 animals of up to 8 HD.

Summon sylvan beings

Level	4
Duration	see below
Range	40m + 10' / level

The caster of must be outdoors, and must both chant and make magical hand gestures. The casting ends when sylvan beings appear, or if 2 turns have passed with no results. The referee decides the probability of a particular type of woodland creature being available within range, based on the circumstances and terrain type. Refer to the table below for the type of creatures this spell may beckon forth, and how many of each will appear.

Creature	#	Creature	#
Warp hound	1d4	Giant Hawk	1d6
Dryad	1d4	Ent	1
Dragoleon	1d4	Unicorn	1
Harpy	1d8		

Creatures are allowed a saving throw versus spells, with a +4 bonus. When creatures arrive they receive an additional identical saving throw if any companion of the caster is chaotic. Summoned sylvan beings who fail their save are friendly to the caster, and will aid him in any way that is within their abilities. However, if they are asked to fight for the caster, the referee rolls on the monster reaction table in DM, taking into account how the druid has treated the creature previously.

Temperature control

Level	4
Duration	4 turns

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	+ 1 turn / level
Range	0

The caster can raise or lower the ambient temperature within a 20' diameter area around the caster. The amount of temperature change is 28 degrees (Celcius), +5.5 degrees per caster level above 6th level.

Rock to mud (reversible)

Level	5
Duration	see below
Range	55m

This spell turns natural, uncut or un-worked rock of any sort into an equal volume of mud. The volume is up to 20' cubed per caster level. The depth of the mud created cannot exceed the width or breadth of the area chosen. A creature unable to levitate, fly, or otherwise free itself from the mud sinks and may drown if the depth is great enough. The mud remains until a successful *Dispel magic* or transmute mud to rock spell (the reverse) restores its substance – but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Tree stride

Level	5
Duration	see below
Range	touch

The caster gains the ability to enter trees and move from inside one tree to inside another tree. The trees entered must be of the same kind, must be living, and must have girth at least equal to the caster. By moving into an oak tree, for example, the caster may choose to move into the furthest oak tree to the east, wherever that may be in range. However, if the nearest oak in range is to the west, the caster emerges from that tree instead.

Type of tree	transport range
Oak, ash, yew	200m
Elm, linden	140m
Other deciduous	100m
Other coniferous	80m
All other trees	60m

The caster can remain within a tree for 1 round per caster level, but is forced out when the spell ends. If the tree in which the caster is concealed is chopped down or burned, the caster is slain if he does not exit before the process is complete.

Tree shape

Level	3
Duration	6 turns
	+ 1 turn / level
Range	0

The caster is able to assume the form of a small living tree or

Druid spells

shrub or a large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests the caster is, in fact, a tree or shrub. While in tree form, the caster can observe all that transpires around him just as if he were in his normal form. All clothing and gear carried or worn also changes. The caster may end the spell at any time, and may attack or undertake other normal actions the same round the spell is dismissed.

Warp wood

Level	2
Duration	permanent
Range	10' per level

The caster causes wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped ranged weapons are useless. The caster may warp a volume of approximately 15 square inches per caster level. For example, at first level the caster could warp four arrows or a short wooden handle.

Water breathing (reversible)

Level	3
Duration	1 day
Range	10m

Identical to the magic-user spell of the same name, except that the druid version is also reversible such that a water breathing creature may be made to breathe air

Arcane (witch) spells

Amnesia	Level	2
	Duration	permanent
	Range	10m

Obliterates the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. Only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. Capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus spells, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted. If a victim realizes his memory has been altered, the spells *Heal* or *Restoration* can return the memory. These spells must be specifically applied for the purpose.

Anti-magic shell	Level	6
	Duration	12 turns
	Range	0

An anti-magic barrier is created around the caster. No spells may pass through this barrier, whether from inside or outside. The caster therefore may not cast any spells other than those that affect him only. The caster may end this spell at any time before the maximum duration has expired.

Arcane window	Level	6
	Duration	1 round / level
	Range	touch

The caster of this spell is able to see through walls as if a 3' square window is present. For the duration of the spell, the caster may see through more than just one wall, but it takes one round to switch from one wall to another. The arcane window, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one wall. The window is always one way. The spell may be applied to 20' thick wood, 6' thick stone, or 4 inch thick metal. Platinum, gold, and lead block this spell.

Arcane mark	Level	1
	Duration	permanent
	Range	touch

This spell imbues a magical signature, identifying either the caster personally or his school, onto the surface of an object. The mark may be visible or invisible – in the latter case detect magic will cause it to glow. It may also be accompanied by writing in a magical script which can be read with read magic. The script may contain whatever message the caster desires, up to 50 words per caster level.

Atmosphere bubble	Level	5
	Duration	1 turn per level
	Range	0

Creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 20' radius globe, or a 40' radius hemisphere, caster's choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of affect. Intelligent aquatic creatures will not enter the area of effect by mistake.

Auditory illusion	Level	2
	Duration	2 rounds / level
	Range	20m, +3m / level

Creates false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 for each level the caster is above the minimum required to cast. Note that the sound does not have to be human-like, but could be animal or monster sounds. In these cases the referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus spells to realize the effect is illusory, but only if they actively attempt to disbelieve.

Blink	Level	3
	Duration	1 round / level
	Range	self

The caster is able to "blink" back and forth between the ethereal plane and the material plane, seeming to wink in and out of reality, only to reappear in another location. The caster reappears 2' from his original location, in a random direction relative to the direction he is facing. Roll 1d8: 1, forward; 2, forward right; 3, right; 4, backward right; 5, backward; 6, backward left; 7, left; 8, forward left.

If the indicated position is already occupied by solid matter, the caster is shifted in a random direction from that point, but only to a distance up to 10' (and not into the area originally occupied). If matter occupies all possible routes, the caster does not reappear and is trapped on the ethereal plane. If the spell caster achieves initiative in any given round that this spell is in effect, opponents are unable to successfully attack him, as he blinks away too quickly. However, any area effect attacks

Treasure which occupy the same space the caster occupies at both locations in a round will affect the caster.

Beginning the second round blink is in effect, the caster may blink and attack with hand weapons the same round. Any other activities, including spell casting, missile attacks, use of magic items, etc. fail on a roll of 1-15 on 1d20 due to misuse, effects or weapons fired in the wrong direction, or other results determined by the referee.

Burning hands	Level	1
	Duration	1 round
	Range	see below

Causes a 3' long cone of searing flame to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any creature in the area of the flames takes 1 point of fire damage per caster level (no saving throw). Flammable materials burn if the flames touch them.

Charm monster	Level	4
	Duration	special
	Range	40m

Charm monster is identical to the spell charm person (discussed below), except that charm monster is not limited to humanoids or creatures of ogre size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

Charm person	Level	1
	Duration	special
	Range	40m

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the charmed person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way.

The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the charmed person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, charm person can be negated by the spell Dispel magic.

Clairaudience	Level	3	Deeds & Destiny
	Duration	12 turns	
	Range	20m	

Clairaudience creates an invisible magical link between the caster and one creature within range. This link allows the caster to hear whatever the creature hears. The process of linking with one creature and perceiving the same sounds takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Clairvoyance	Level	3
	Duration	12 turns
	Range	20m

Clairvoyance creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one creature and observing with its eyes takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Cloudkill	Level	5
	Duration	6 turns
	Range	0

This spell generates a bank of yellowish green and poisonous fog in a diameter of 10m. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Color spray	Level	1
	Duration	instant
	Range	10' per level

A vivid cone of clashing colors springs forth from the caster's hand, causing 1d6 creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. The cone is 5' wide at the origin, 20' long, and 20' wide at its terminal end.

A total creature HD equal to the caster's level may be affected. Each creature in the cone is affected according to its Hit Dice.

HD fewer or equal to the caster: The creature is unconscious for

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2d4 rounds.

HD up to two greater than the caster's: The creature is blinded for 1d4 rounds.

HD 3 or greater than the caster's: the creature is stunned for 1 round.

Only beings of 6 HD or levels, or with more HD or levels than the caster, may save versus spell to avoid the spell's effects. Sightless creatures are not affected by color spray.

Comprehend languages (reversible)

Level	1
Duration	touch
Range	5 rounds / level

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, the creature or the writing must be touched. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Obscure languages, the opposite of comprehend languages, dispels the effects of comprehend languages, or can be used to make spoken or written language incomprehensible.

Cone of cold	Level	5
	Duration	instantaneous
	Range	0

Cone of cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone 5' long per level. It drains heat, dealing 1d4 + 1 points of cold damage per caster level.

Confusion	Level	4
	Duration	12 rounds
	Range	40m

This spell causes 3d6 targets to become confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll d10	Behavior
1-4	Attack caster's group.
5-6	Do nothing but babble incoherently.
7-10	Attack creature's group.

A confused character that can't carry out the indicated action does nothing but babble incoherently.

Confusion, greater	Level	5
	Duration	12 rounds
	Range	40m

This spell is a more powerful version of confusion. The function is identical, except every being in a 40' square area is affected. Illusionists can save versus spells to avoid the effects, as may fighters or subclasses of fighters except rangers and paladins. Non-magical, low intelligence creatures are entitled to a saving throw.

Conjure animals	Level	6
	Duration	2 rounds / level
	Range	30'

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 hit die of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9th level cleric can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

Conjure elemental	Level	5
	Duration	permanent
	Range	80m

With this spell, the caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (1 each of fire, water, earth or air). Only 1 elemental is summoned per casting of the spell. For the duration of the spell, the caster can move at 1/2 movement but may take no other actions, because the spell requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the spell, and the caster can order the elemental to return to its home plane at any time. The elemental is forced to its home plane if a dispel evil or *Dispel magic* spell is directed at it. If the caster loses concentration at any point during the duration of the spell, the elemental will turn to attack the caster, and the caster will be unable to order it back to its home plane.

Conjure rope	Level	1
	Duration	6 turns
	Range	0

This simple spell has been the savior of many an adventuring party who were stuck deep underground lacking basic equipment. It produces a normal 50' hemp rope for the duration.

Treasure

Contact

Level	5
Duration	special
Range	0

Duration	
Range	

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see below
0

The caster sends his mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. The caster may choose how many questions to ask. The number of questions asked reflects the level of power the contacted being has, and how far away it is. The greater the number of questions asked the further away the contacted place is and the more powerful the being is. First roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the caster will go insane after casting the spell, and the probability is related to the number of questions asked.

Questions	Don't Know	true Answer	insanity
3	75%	50%	5%
4	70%	55%	10%
5	65%	60%	15%
6	60%	65%	20%
7	50%	70%	25%
8	40%	75%	30%
9	30%	80%	35%
10	20%	85%	40%
11	10%	90%	45%
12	5%	95%	50%

Results of a Contact:

Don't Know: The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.

True Answer: The caster gets a true, one-word answer. Otherwise, the entity lies and the lie is undetectable.

Insanity: The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14th level caster receives -15% to the insanity roll.

Control weather

Level	6
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The caster can change the weather in the local area. It takes 1 turn to cast the spell and an additional 1d4 turns for the effects to manifest. The caster calls forth weather appropriate to the climate and season of the area.

Season possible weather

Spring	tornado, thunderstorm, sleet storm, or hot weather
Summer	torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather – where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Ciphertext

Level	3
Duration	permanent
Range	20', +20' / level

The caster may write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person (or people) designated by the caster at the time of the casting are able to read the writing; it is unintelligible to any other being, although an illusionist recognizes it as illusory script. Any unauthorized creature attempting to read the script triggers a potent effect, and must save versus spells or suffer effects identical to the spell confusion. This effect lasts 3d6 turns.

Dancing lights

Level	1
Duration	2 rounds / level
Range	40', +10' / level

The caster may create up to four lights that resemble either lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10' radius area in relation to each other but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights wink out if the distance between the caster and the light exceeds the spell's range, or the duration ends.

Darkvision

Level	3
Duration	1 day

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Range 0

The caster or another creature is able to see 20m in the dark with *darkvision*.

Death spell

Level 6
Duration 1 round
Range 80m

This formidable spell kills creatures of 8 HD or fewer within a 60' cube. A total of 4d8 HD of creatures are killed, and a saving throw versus death is allowed. For example, if 20 HD is rolled and there are five 4 HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effect.

Detect illusion

Level 1
Duration 3 rounds
+2 rnd / level
Range touch

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Detect invisible

Level 2
Duration 5 rounds / level
Range 10' per level

The caster can see invisible, hidden, ethereal, or astral creatures or items so long as they are directly in sight within a 10' wide range of vision.

Detect magic

Level 1
Duration 2 turns
Range 20m

All enchanted items, creatures, places, or other things within 20m of the caster will glow for the duration of the spell. The caster may move around to bring objects within the radius during the duration of the spell.

Disintegrate

Level 6
Duration permanent
Range 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary, but targets may save versus death to negate the effects of this spell. Any non-magical creature of any size struck by the ray is instantly disintegrated. When used

Wizard spells

against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as crushing hand, but not magical effects such as an anti-magic shell.

Dispel phantasm

Level 3
Duration permanent
Range 10' / level

This spell may be used by an illusionist to dispel phantasmal force. Illusions created by others of the illusionist class are dispelled with the same probabilities as *Dispel magic*; however, illusions created by other classes are dispelled automatically.

Dimension door

Level 4
Duration 1 round
Range 10'

The caster instantly transfers himself or another creature from the current location to any other known spot within 120m. The being always arrives at exactly at the spot desired. An unknown or unseen place may be specified. For example, 30m south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

Dispel magic

Level 3
Duration permanent
Range 40m

The caster can use *Dispel magic* to end ongoing spells that have been cast on a creature or object within a 20' cube area by a spell caster of the same or lower level. If the level of the caster of the effect to be dispelled is higher than the caster of *Dispel magic*, there is a cumulative 5% chance per level difference that the attempt to dispel will fail. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *Dispel magic* can take effect.

Dweomer of rage

Level 6
Duration 1 round / level
Range self

This spell allows a magic-user to drink a potion of heroism or super-heroism, and experience an amplified effect. The potion is quaffed and the spell cast. The caster becomes a wild, immensely powerful berserk fighter with +2 to damage and two attacks per round. The caster's current hp total is multiplied by two, and his AC is improved by 4. He attacks as a fighter of the same level as the caster. When the caster takes damage, it is subtracted from the addition hp, and if damage does not exceed that addition hp pool, when the spell duration ends the caster will experience no damage. However, for every hp damage beyond the extra hp pool, the caster suffers double

Treasure damage from his normal hp total when the spell ends. Due to the blind blood rage induced by this spell, the caster has no choice but to continue fighting all enemies present until the spell ends.

Enchant arms	Level	4
	Duration	5 rounds / level
	Range	touch

This complicated spell takes 1 turn to cast. When finished, 2 smaller weapons (arrows, crossbow bolts, daggers, etc.) or one normal to larger sized weapon (any sword, a mace, etc.) is enchanted. Such weapons become temporarily magically honed, and are capable of affecting creatures that require +1 weapons to hit. Note that these weapons do not gain any bonuses to hit or damage. Missile weapons enchanted with this spell lose their enchantment when they hit a target. Melee weapons retain the enchantment until the duration ends.

Erase	Level	1
	Duration	permanent
	Range	10m

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. The caster cannot remove explosive runes or a glyph of warding. The probability of success for magical writings is 50%, +2% for each level of the caster, or 50%, +4% per level of the caster for non-magical writings. A saving throw is allowed to negate these effects.

ESP	Level	2
	Duration	12 turns
	Range	20m

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 20m. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

Explosive runes	Level	3
	Duration	see below
	Range	touch

The caster traces mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d4+6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus spells is made for half damage. The object on which the

runes were written is obliterated, unless it is unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Another creature can remove them with a successful *Dispel magic* spell. A magic-user has a 5% chance per level of detecting the runes, and a thief has a flat 5% chance.

Extend duration I	Level	4
	Duration	see below
	Range	0

This spell may be used to extend the duration of a spell the caster has already cast and is still in effect. Only spells of levels 1, 2, and 3 are extended in this way, and their duration is extended by 50%.

Extend duration II	Level	5
	Duration	see below
	Range	0

Extend duration II is identical to extend duration I, except that the duration of spells from levels 1-4 may be extended by 50%.

Extend duration III	Level	6
	Duration	see below
	Range	0

Extend duration III is identical to extend duration I, except that the duration of spells of levels 1-3 may be extended by 100%, and spells of levels 4 and 5 may be extended by 50%.

Faithful hound	Level	5
	Duration	2 rounds / level
	Range	10'

This spell conjures up a phantom watchdog. It guards the area where it was conjured. The hound immediately starts barking loudly if any creature approaches that is the size of a large rat or bigger. The hound sees invisible, ethereal and creatures that are out of phase or similar. If an intruder turns its back on the hound, the dog stops barking and delivers a vicious bite (as 10 HD creature, 3d6 points). The dog also may attack all creatures, even those that can only be hit with +3 weapons. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The caster must always remain within 10m of the guarded area, else the spell is broken.

Fear	Level	4
	Duration	see below
	Range	0

An invisible cone (20m long, 5' wide origin, and 10m diameter at the terminal end) of terror causes each living creature in the

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area to become panicked and run away if they do not succeed in a saving throw versus spells. There is a 60% probability, -5% per victim's level, that the victim drops whatever he may be holding when he runs away. Victims flee as fast as their movement rates allow, for a number of rounds equal to the caster's level.

Feather fall

Level	1
Duration	1 round
Range	10' / level

The affected creatures or objects in range fall slowly. Feather fall instantly changes the rate at which the targets fall to that of a feather (about 5' per round), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling is resumed.

The spell affects one or more objects or creatures (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet, and 200 pounds +200 pounds per level may be affected, such that a 1st level magic-user can affect 400 pounds.

The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. This spell has no special effect on ranged weapons unless they are falling quite a distance. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

Feign death

Level	3
Duration	6 rounds + 1 rnd / level
Range	touch

The caster of this spell causes a state of death-like paralytic arrest in himself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. To affect another creature, physical contact must be made and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Thus, if the body is damaged or otherwise molested, there will be no discomfort to the spell recipient and no physical reaction. Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

Fireball

	Wizard spells
Level	3
Duration	instant
Range	80m

A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.)

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

Fire shield (Chill shield)

Level	4
Duration	2 rounds + 1 rnd / level
Range	0

This spell wreathes the caster in flames. Any creature striking the caster with its body or a handheld weapon deals normal damage, but at the same time the attacker takes double that damage. When casting this spell, the caster appears to immolate himself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (15' radius). The special powers of each version are as follows, and must be chosen when the spell is cast:

Warm shield: The flames are warm to the touch. The caster may make saving throws versus cold-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a fire-based attack, damage is doubled.

Chill shield: The flames are cool to the touch. The caster may make saving throws versus fire-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a cold-based attack, damage is doubled.

Fire trap

Level	4
Duration	see below
Range	touch

Fire trap creates a fiery explosion when an intruder opens the

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item that the trap protects. A fire trap can ward any object that can be opened and closed. When someone other than the caster opens the object, a fiery explosion fills the area within a 5' radius around the trapped area. The flames deal 1d4 points of fire damage + 1 point per caster level. A saving throw versus spells is allowed for half damage. The item protected by the trap is not harmed by this explosion. A fire trapped item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a fire trap. Fire trap is hard to detect and disable. All attempts to remove the trap are at half, and failure triggers the trap.

Flame arrow

Level	3
Duration	1 round
Range	touch

The caster touches and transforms arrows or crossbow bolts into fiery projectiles (1 per caster level). Each piece of ammunition deals + 1 point of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. All missiles must be used by the end of the round after the spell is cast, for they have been consumed by flame after that point and are useless.

Floating disc

Level	1
Duration	6 turns
Range	6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

Fly

Level	3
Duration	see below
Range	0

For a number of turns equal to the caster's level + 1d6 turns, the caster can fly with a maximum movement of 40m each round. The caster can vary the speed as desired, and is capable of hovering.

Fog cloud

Level	2
Duration	4 rounds + 1 rnd / level

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10'

Range

A 40' high, 20' long x 20' high bank of fog billows forth at the caster's command. The cloud is identical in appearance to that produced by the magic-user spell cloudkill; however, its only effect is to obscure vision as a wall of vapor. The fog cloud travels away from the caster in a specified direction at a rate of 10' per round.

Force lightning

Level	3
Duration	instantaneous
Range	180'

The caster releases a powerful stroke of electrical energy that is 20m long and 5' wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw versus spells. A successful save reduces damage by half.

Forceful hand

Level	6
Duration	1 round / level
Range	10' per level

This spell functions like interposing hand, except that the forceful hand pushes away an opponent. The force is capable of shoving away beings that weigh 500 pounds or fewer. Creatures heavier than this but weighing 2,000 pounds or fewer may only move 10' per round, and creatures heavier than this but not weighing more than 8,000 pounds move at half their normal rate per round. A forceful hand may be damaged (AC 9), and has the same hit points as the spell caster.

Fumble

Level	4
Duration	1 round / level
Range	10'

The victim of this spell becomes horribly clumsy if a saving throw versus spells fails. Items held fall to the ground; likewise, attempts to grab, catch, or otherwise manipulate other objects is doomed to bumbling ineptitude. Running victims fall down. It takes 1 round to pick an item back up or to get up from a fall, assuming the spell duration has ended. If the victim succeeds in his saving throw, he is able to concentrate on his magical clumsiness, but his actions may only be carried on as if under the effects of *Slow* for the duration of the spell.

Freezing sphere

Level	6
Duration	see below
Range	see below

Freezing sphere creates one of three effects, as chosen by the caster when the spell is uttered. A frigid globe of cold energy may be formed from the caster's fingertips and thrown, where it explodes in a 10' radius burst, dealing 4d6 points of cold damage to each creature in the area. This globe of energy may also be gently formed and held or placed on the ground for a delayed effect. It will explode after 1 round per caster level, regardless of whether it has been deposited or whether it is still in the caster's hand. Creatures caught or struck by the sphere may save versus spells for half damage. The freezing sphere may be used to strike a body of water or a liquid that is principally water. It freezes the liquid to a depth of 6 inches over an area equal to 100 square feet per caster level. This ice lasts for 1 round per caster level. Finally, rather than a globe, the caster may spray a ray of freezing energy to a distance of 10' per level, dealing 4 hp damage per caster level. A successful saving throw versus spells avoids all damage from this effect.

**Geas
(Remove quest)**

Level	6
Duration	see below
Range	30'

The caster compels the character to take on a quest or suffer from a curse. The spell lifts once the quest is complete.

Remove quest can be used to remove the curse and to dispel an active quest spell. Like *Dispel magic*, the caster of remove quest will have a lower probability of successfully countering the spell if he is a lower level than the caster of the quest spell. The probability of spell failure is 5% per level the mystic is below the caster of quest.

Globe of invulnerability (lesser)

Level	4
Duration	1 round per level
Range	0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *Dispel magic* spell.

Gust of wind

Level	3
Duration	1 round
Range	0

This spell creates a severe blast of air that originates from the caster, affecting all creatures in a path 10' long and wide, + 10' long per level. If flying, smaller creatures are blown back 1d6x10 feet. Human-sized creatures are unable to move forward against the force of the wind, and larger flying creatures have half movement. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 5% chance per caster level to extinguish those lights.

**Globe of
Invulnerability**

Level	6
Duration	1 round / level
Range	0

This spell is identical to lesser globe of invulnerability, except that it provides complete protection from 4th level spells and lower.

Guards and wards

Level	6
Duration	6 turns / level
Range	0

This powerful spell is primarily used to defend a stronghold. The ward protects a 20' diameter sphere, and an additional 10' radius per caster level. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including infravision, beyond 10'.

Arcane Locks: All doors in the warded area are arcane locked.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts.

Confusion: Where there are choices in direction – such as a corridor intersection or side passage – a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.

Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the caster can place one of the following five magical effects.

1. Dancing lights in four corridors.
2. A magic mouth in two places.
3. A stinking cloud in two places. The vapors appear in the places designated; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts.
4. A gust of wind in one corridor or room.
5. A suggestion in one place. The caster selects an area of up to 5' square, and any creature who enters or passes

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through the area receives the suggestion mentally.

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Range 0

The whole warded area radiates strong magic. *Dispel magic* cast on a specific effect, if successful, removes only that effect.

Hallucinatory terrain	Level	4
	Duration	see below
	Range	80m

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. If the illusion comes into contact with an intelligent being, the spell is negated. Otherwise, *Dispel magic* may be used to rid the area of the illusion. The caster may affect 1' square area per caster level.

Haste (Slow)	Level	3
	Duration	3 turns
	Range	80m

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 20m may be affected. A hasted creature may make double the normal number of attacks. However, a creature may not cast a second spell. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple haste effects do not stack. Haste dispels and counters slow effects.

Slow, the reverse of haste, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

Hold monster	Level	5
	Duration	see below
	Range	40m

The duration of this spell is a number of turns equal to the casters level +6 turns. In all other respects this spell is identical to the 2nd level mystic spell hold person, but can affect non-humanoid monsters and larger monsters.

Hold portal	Level	1
	Duration	2d6 turns
	Range	10'

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful *Dispel magic* spell can negate a hold portal spell.

Hypnotic pattern	Level	2
	Duration	see below

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within its area of 10m square, centered on the caster. A total of 24 HD of creatures are affected, in any combination (twelve 2 HD creatures, four 5 HD and one 4 HD creature, etc.). Affected creatures become fascinated by the pattern of colors and remain motionless, dazed, for as many rounds as the caster concentrates on the spell and makes no other action.

Hypnotism	Level	1
	Duration	1 round + 1 rnd / level
	Range	10m

The caster's gestures and droning incantation fascinate nearby creatures, causing 1d6 creatures in range to be mentally vulnerable to suggestion, exactly as the magic-user spell of that name. A successful saving throw versus spells may negate the effect.

Ice storm	Level	4
	Duration	1 round
	Range	10' / level

This spell causes great magical hailstones in a 40' diameter area to pound down for 1 full round, dealing 3d10 points damage to every creatures in the area. Alternatively, the caster can bring into being a sleet storm with a diameter of 80'. Movement within its area is at half speed, with a 50% chance of slipping and falling.

Identify	Level	1
	Duration	1 round / level
	Range	touch

This spell may be used to determine the magical properties of a single magic item. However, the magic-user must be holding or wearing the item according to its function and the spell must be cast no later than 1 hour after it comes into the caster's possession. Weapons must be held, boots worn, etc. If such an item happens to be cursed or otherwise requires a saving throw, the spell caster receives all normal defenses.

For each round the spell is in effect, there is a probability of 15%, +5% for each caster level that one power of the item is discovered. If the item is powerless this information will be gained as well. However, when using this spell, the caster must succeed in a saving throw versus spells each round. Only if this succeeds is the information gained correct. If the save is failed by 5% (1 lower than the target number) the information gained is false, to be determined by the referee. If the roll is failed by more than that, no information is gained. Note that while specific abilities or powers are revealed, the specific "+" of a weapon is not, only the fact that it is enchanted is revealed and

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a general sense of whether it is strong or weak. The specific number of charges, if relevant, contained in a magic item is not revealed. Knowledge of an approximation is granted, which will be in the form of a range above and below approximately 25% of the actual number.

This spell is very draining on the caster. The caster suffers temporary loss of 8 points to CON when the spell duration ends. If this should bring the magic-user to fewer than 3, he falls unconscious for 24 hours but awakens with full CON restored. Points of CON may only be restored at the rate of 1 per 6 turns of rest.

Implant emotion	Level	4
	Duration	see below
	Range	10' / level

By means of this spell the caster can invoke a specific emotion in a subject unless he succeeds in a saving throw versus spells. The following emotions may be induced, with the following hit, +3 to damage, +5 to hp, subject will fight to the death; hate, saving throws, to hit, damage, and morale +2; despair, as the symbol. Note that implant emotion may also be cast to negate the effects from a creature influenced by this spell.

Interposing hand	Level	5
	Duration	1 round / level
	Range	10' / level

Interposing hand creates a large magic hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent, however. An interposing hand has as many hit points as the caster when undamaged. It has an AC of 9. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

Invisible stalker	Level	6
	Duration	see below
	Range	0

The caster uses this spell to summon an invisible stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until the invisible stalker is destroyed. The spell dispel evil will send an invisible stalker back to its home plane.

Invisibility purge	Level	3
	Duration	1 minute / level
	Range	self

Caster is surrounded with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

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Anything invisible becomes visible while in the area.

Jarring hand	Level	1
	Duration	instant
	Range	10'
		+2 1/2' / level

The caster of this spell causes an invisible hand to jar or push an object or creature. The weight that may be pushed is 1 pound to a distance of 1 foot, per level (1 foot pound pressure). In this way a 1 pound object may be pushed 1' away by a 1st level magic-user, in a perpendicular direction to the caster. The spell may also be used to distract or unbalance an opponent. If used in this way the opponent receives a saving throw versus spells to negate the effect, and if failed the opponent loses his attack that round. The creature cannot weigh more than the caster's level x50 lbs. The spell may also be directed at the opponent's weapon, in which case a failed save results in the opponent suffering an attack penalty of 1 per caster level, or an equal penalty to any saving throws being tried that round (not counting against this spell).

Jump	Level	1
	Duration	1 turn
	Range	touch

By use of this spell, the caster may leap straight up 10', backwards 10', or forwards 10m. For every 10' forward that is sprung, the apex of the leap is 2'. When the spell is cast, the magic-user may leap 1 time at any point during the duration, and may leap an additional time per 3 levels of the caster (2 at level 4, 3 at level 7, 4 and level 10, etc.). Note that the duration of the spell is the same no matter how many leaps are possible.

Legend lore	Level	6
	Duration	see below
	Range	0

Legend lore brings to the caster's mind legends about an important person, place, or thing. If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d4x10 turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the casting, the magic-user cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

Knock	Level	2
	Duration	1 round

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Range 20m

The knock spell opens stuck, barred, locked, or held doors. It opens secret doors, as well as locked or trick-opening boxes or chests. Any secret doors must of course be discovered first. The door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Levitate

Level 2
Duration see below
Range 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round. The caster cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half base land speed).

Light (reversible)

Level 1, 2
Duration see below
Range 40m

Cast at first level, causes an object to glow as bright as a torch, shedding bright light in a 15' radius. Must be cast on a movable object to be moved. Light taken into an area of magical darkness (reverse of light) does not function, and vice versa. A *Light* spell counters a *Darkness* spell. Cannot be cast on a living thing's eyes.

Darkness can also be cast on a target's eyes, and a saving throw versus spells is allowed.

When cast at third level upon an object, that object sheds full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light are affected by this magical light. This spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright daylight. Surface dwellers gain a +1 to morale. When brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Locate object

Level 2
Duration 2 turns
Range 20m
+10' per level

The caster can sense the direction of a well-known or clearly visualized object. A search can be made for general items, in

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which case the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique item unless he has observed that particular item firsthand.

Lower water

Level 6
Duration 10 turns
Range 80m

This spell allows the caster to reduce the depth of 10,000 square feet of water by half for the duration of this spell.

Magic aura

Level 1
Duration 1 day per level
Range touch

The caster may alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were magical. If the object bearing magic aura is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus spells. Otherwise, he believes the aura and no amount of testing reveals the true magic.

Magic missile

Level 1
Duration 1 turn
Range 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles – 3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

Major creation

Level 5
Duration 6 turns / level
Range touch

Major creation is much like minor creation; however, vegetable matter may be created with twice the duration.

Magic mouth

Level 2
Duration see below
Range see below

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any

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language known by the caster and can be delivered over a period of 1 turn. The mouth cannot utter spells or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object, but not intelligent creatures.

The spell functions when specific conditions are fulfilled according to a command as set in the spell. Commands can be as general or as detailed as desired, although only visual, audible, or tactile triggers can be used. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, HD, or class except by external garb.

The range limit of a trigger is 5' feet per caster level, so a 6th level caster can command a magic mouth to respond to triggers as far as 10m away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance. The duration of this enchantment is indefinite, as it is discharged only when the conditions are met.

Manipulate fire

Level	1
Duration	1 round / level
Range	5' per level

By use of this spell the caster can manipulate the size of a non-magical fire ranging in size from a small torch fire to a 3' diameter fire. The size of the fire may be altered only in terms of light output, to be made as small as the size of a candle or bright in a manner equivalent to the spell light. However, actual thermal energy is not diminished, so no matter how bright or dim a fire is made, it is as hot as its true size. Nonetheless, shrinking a fire cuts use of fuel by 50%, and making a fire brighter increases fuel use by 100%.

Massmorph

Level	4
Duration	see below
Range	80m

Within a diameter of 80m, up to 100 human-sized or equivalent creatures are given the illusory appearance of a forest. Any creatures that enter such an enchanted area become part of the illusion. Likewise, any creatures that leave the affected area become visible for what they are. This spell can be dismissed by the caster at any time, but unless dispelled by *Dispel magic* the enchanted area is permanent.

Mending

Level	1
Duration	permanent
Range	10m

Mending repairs small breaks or tears in objects. It will weld

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broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell cannot repair magic items, including magic rods, staffs, or wands, nor does it affect creatures.

Message

Level	1
Duration	1 round + 1 rnd per 2 lvl
Range	20m + 10' / level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear if the spell duration has not expired. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Minor creation

Level	4
Duration	6 turns / level
Range	touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation.

Mirror image

Level	2
Duration	6 turns
Range	0

Several illusory duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. The figments stay near the caster and disappear when struck. Mirror image creates 1d4 images. The figments mimic the caster's actions, pretending to cast spells, drink potions, and so on. Enemies attempting to attack the caster strike a figment. Any attack destroys an image even if no physical contact is made, until there are no images left.

Move earth

Level	6
Duration	6 turns
Range	80m

A total of 60 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved. See lesser move earth for additional

Treasure applications of this spell.

walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

Move earth, lesser	Level	4
	Duration	1 round / level
	Range	10m

This lesser form of move earth allows the caster to dig or excavate areas in 5' cube increments. The caster can move a volume of 5' cubed (125 cubic feet) of soil, mud, or sand. The dirt is only moved to just around the opening of the excavation. If desired, the caster can dig a trench, or dig straight down. If digging straight down, there is a cumulative probability the walls of the pit will collapse, depending on the following medium: soil, 15% per 5'; mud, 55%; sand, 35%. Any being that comes within 1' of the opening of a pit must make a DEX attribute check to avoid falling in. If a pit is excavated just in front of a fast moving being, it is entitled to a saving throw versus spells to avoid falling in. If a pit is excavated directly under a stationary creature, it will automatically fall in.

Non-detection	Level	3
	Duration	1 turn / level
	Range	0

The caster and all within a 5' radius become impossible to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Non-detection also prevents location by such magic items as crystal balls.

Part water	Level	6
	Duration	6 turns
	Range	120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

Paralyze	Level	3
	Duration	see below
	Range	10' per level

The caster may affect creatures up to twice his level of HD total, in a designated 20' x 20' area, making them feel as if they cannot move. All creatures that fail a saving throw versus spells are affected. The effect may be dismissed by the caster at any time, otherwise *Dispel magic* or dispel illusion can negate the effect.

Passwall	Level	5
	Duration	3 turns
	Range	10m

The caster creates a passage through wooden, plaster, or stone

Phantasmal force	Level	1, 2
	Duration	see below
	Range	80m

So long as the caster maintains concentration, he can create a persistent, active illusion within a 6m cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

When cast at second level, the area of effect is a 40' cube, +10 square feet per level. In addition to a visual illusion, subtle auditory effects accompany the illusion so that a creature makes sound as it moves, or similar effects are heard. Coherent speech is not possible, but mumbling sounds may be heard. The caster can move at 50% his normal movement rate while concentrating on the spell, and the illusion does not disappear until 2 rounds after the caster stops concentrating on the illusion. Refer to phantasmal force for more details.

Phantasmal Monsters

	Level	4, 6
	Duration	1 round / level
	Range	10m

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal HD. Victims are allowed an INT attribute check to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters have an effective AC 10 and all damage is -80%, rounding up at .5.

When cast at 6th level, the monsters created are stronger. These monsters have 4 hp per HD. Each creature has AC 6 and -40% to damage if the INT attribute check fails.

Plant growth

Level	4
Duration	see below
Range	40m

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a maximum of 3000 square feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. The area must have brush and trees in it for this spell to take effect, and the effects last until a *Dispel magic* spell is cast. This spell has no effect on plant creatures.

Polymorph others

Level	4
Duration	see below
Range	20m

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus polymorph, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity.

Polymorph self

Level	4
Duration	see below
Range	0

For a number of turns equal to the caster's level +6, the caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a mantichore, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable to cast spells when transformed. The spell *Dispel magic* negates the effects of this spell; if the caster dies while in a different form he will revert to his natural form.

Protection from normal missiles

Level	3
Duration	12 turns
Range	touch

While under the effects of this spell, the caster or subject is completely unharmed by small and non-magical missiles. Only the subject receives this protection, and it does not extend to

large hurled boulders such as those that giants employ, or enchanted arrows.

Project image

Level	6
Duration	6 turns
Range	80m

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Ray of enfeeblement

Level	2
Duration	1 round per level
Range	10', +5' per level

This spell effects a coruscating ray from the caster's hand. The opponent takes a penalty to STR equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to melee and missile damage inflicted by an affected creature. A successful saving throw versus spells negates the effect.

Read languages

Level	1
Duration	2 turns
Range	0

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

Refraction

Level	1
Duration	1 round
Range	0

By means of this spell the caster makes the space in front of him reflective, like a mirror. Any gaze attack directed at the caster does not affect him, but instead is turned back at the attacker.

Repulsion

Level	6
Duration	1 round / 2 levels
Range	10' per level

An invisible, mobile field is brought into being for 10' in front of the caster and prevents creatures from approaching. Any creatures who come into contact with the field are repelled like similar poles of a magnet, with a minimum movement of 30' or the creature's current speed, whichever is greater. Note that

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when repelled, a creature must finish its full movement that round even though it is in an unintended direction.

Scare	Level	2
	Duration	3d4 rounds
	Range	10'

Unless a successful saving throw versus spells is made, the target of this spell becomes a fearful wreck. Only opponents with fewer than 6 HD or levels are affected by this spell, and mystics, undead, and demonic/devilish creatures are immune. While under the effects of this spell, a creature will not initiate combat, but if attacked will reciprocate with a -1 attack roll penalty. Likewise, any saving throws are attempted with a -1 penalty.

Scribe	Level	1
	Duration	1 hour per level
	Range	0

This spell allows a magic-user to copy a spell into his spell book, even if it is of a level the caster cannot use, and even if the spell is unusable due to intelligence. The scribing takes 1 hour per spell level of the spell transferred. For the time the spell is written, the caster is in a deep state of concentration, and will always be surprised. The caster must succeed in a saving throw versus spells. A penalty of -1 is applied if the spell to be copied is 3 levels greater than the caster may use, and a bonus of +2 is granted if the spell is up to 1 level greater than the caster may use, or below. If this saving throw is unsuccessful, the magic-user suffers 1d4 damage per spell level of the spell to be scribed, and the strain forces the caster unconscious for an equal number of turns. The caster may only heal up to 4 hp per day of this damage.

Sequester	Level	5
	Duration	60 days
	Range	see below

By casting this spell, a magic-user can hide a non-magical storage trunk on the ethereal plane for as long as sixty days. The chest can contain up to 0.1 cubic meters of material per caster level.

This spell requires that the caster has *Warlock's ink*², as the process – which costs 5,000gp – involves a modification to the caster's ink. Somewhere on the caster's body, the ink will forever include a tiny perfect drawing of the trunk. The caster can have but one trunk at any time. The trunk itself can be fitted with locks, wards, and so on, just as any normal trunk.

To hide the trunk, the spell is cast while touching both the trunk and the drawing. After sixty days, there is a cumulative chance of 5% per day that the trunk is irretrievably lost. If the drawing of the trunk in the caster's Warlock's ink is damaged, there is no

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way that the chest can be summoned back. If the trunk is damaged while on the material plane, the process must be begun again with a new trunk.

There is a slim chance (cumulative 1% per week) that a denizen or some other being on the ethereal plane will find the chest. If this happens, roll on the table below.

Roll d20	Result
1-3	One item is added
4-9	One item is stolen
10-16	All new contents are present
17-20	the chest is emptied

If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

Shatter	Level	2
	Duration	permanent
	Range	20m

Shatter creates a loud, ringing noise that destroys non-magical objects of crystal, glass, ceramic, or porcelain. All such objects within range are smashed into dozens of pieces by the spell. Objects weighing more than 10 pounds per caster level are not affected, but all other objects of the appropriate composition are shattered. Items are entitled to a saving throw versus crushing damage.

Shield	Level	1
	Duration	2 turns
	Range	0

Shield creates an invisible field of force that protects the caster. Against missile attacks, the spell grants the caster an AC of 2. The caster has an effective AC of 4 for all other attacks.

Shocking grasp	Level	1
	Duration	instant
	Range	touch

The caster must touch an opponent, which deals 1d8 points of electricity damage +1 per caster level. The spell only deals damage if the caster initiates the contact, not if the opponent does.

Sleep	Level	1
	Duration	4d4 turns
	Range	80m

A sleep spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the

² See the Witch character class description in the *book of lore*.

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flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect undead creatures.

Shadow evocation	Level	5
	Duration	see below
	Range	50', +10' / level

The caster taps energy from the plane of shadow to cast a quasi-real, illusory version of a magic-user spell. The possible spells include fireball, lightning bolt, cone of cold, and magic missile. These spells have normal effects unless an affected creature succeeds in an INT attribute check. Each disbelieving creature takes only one hp damage per caster level from the attack.

Shadow evocation, greater

Level	6
Duration	see below
Range	60', +10' per level

Greater shadow invocation is a more powerful version of shadow invocation, allowing the caster to tap the plane of shadow to cast cloudkill, a wall of fire, or a wall of ice. This spell is also capable of producing the spells allowed by shadow invocation; however, should a victim succeed in the INT attribute check, damage from spells is 2 hp per caster level, and the wall of fire and wall of ice may inflict 1d4 hp damage/level.

Spiritwrath	Level	6
	Duration	see below
	Range	10', +1' / level

By using the blood of a demon or devil, depending on the intended victim, the magic-user constructs a powerful scroll used to torture an infernal being. This method may also be employed against the most powerful vampires or a lich. The being's name must be known. The magic-user must also buy valuable gems equal to 100 gp per 1 HD of the intended victim, and powder them as part of the process to fabricate the ink.

When the caster reads the scroll, so long as the target is within range, it is affected if it fails a saving throw versus spells. It is held in place and can take no actions. The first turn of the recitation the being becomes increasingly uncomfortable. After 2 turns, the victim loses 1 hp per its HD number. After 3 turns, the victim is in absolute agony and loses half its HP, and is propelled back to its home plane (the plane of negative energy for undead) and is there imprisoned for 1 year per caster level. The victim is in constant tortured pain during its imprisonment. For obvious reasons, such a victim may seek the caster at a

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later date for retribution. However, this spell is often used to extort something from its victim, and may be stopped at any time short of imprisonment. Should a target succeed in its saving throw, it is still uncomfortable and the scroll protects the caster from attack much like a scroll of warding. There is a 95% chance the intended victim will flee.

Soften earth and stone

Level	2
Duration	instantaneous
Range	25' + 5' / 2 levels

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While soften earth and stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Spectral force	Level	3
	Duration	see below
	Range	80m

This spell is identical to greater phantasmal force, except the illusion persists for 3 rounds after concentration ceases. In addition, a complete illusion is possible, including all senses.

Spectral force, permanent

Level	6
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Treasure
 Duration see below
 Range 80m

This more powerful version of spectral force persists indefinitely when the caster ceases to concentrate on it.

Spectral force, programmed

Level 6
 Duration see below
 Range 80m

This spell functions as a spectral force, except it is triggered when a set of circumstances specified by the caster occurs, and/or when a specific command is uttered. Once triggered, the spectral force lasts for 1 round per caster level.

Spider climb

Level 1
 Duration 1 round
 +1 per level
 Range touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands and feet free and bare to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. No spells may be cast when under the effect of this spell. This spell may be used on another being (touch required) with no saving throw.

Stinking cloud

Level 2
 Duration permanent
 Range 10m

Stinking cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

Stone shape

Level 5
 Duration permanent
 Range touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible.

Stone to flesh (reversible)

Level 6
 Duration permanent
 Range 120'

This spell restores a petrified creature to its normal state,

restoring life and goods. Any petrified creature, regardless of size, can be restored. Flesh to stone (reverse of stone to flesh) turns one creature into a statue, including all gear and any items currently held. A saving throw versus petrify is permitted to resist the transformation.

Suggestion

Level 3
 Duration 6 turns
 +6 trn / level
 Range 10m

The caster may influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a victim may be led to believe that an action is not harmful. For instance, being told to drink something that is poisonous and that it is actually a hearty drink. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2). A saving throw versus spells is allowed to negate the effects of this spell.

Suggestion, mass

Level 6
 Duration 6 turns
 +6 trn / level
 Range 30'

This spell functions like suggestion, except that it can affect 1 creature per caster level within 30'. If used on only 1 being, that being must save versus spells with a -2 penalty. The caster may only issue one mass suggestion, he may not issue separate suggestions per affected creature.

Summon familiar

Level 1
 Duration see below
 Range 10' per level

By casting this spell, the magic-user can obtain a familiar. The casting takes from 1-24 hours (referee's discretion) and uses up rare herbs and other materials that cost 100 gp. The materials are consumed during a ritual in which they are burned. The referee decides the probability that a creature will respond to the spell, and which type of creature is summoned within range. It is possible that no creature will respond. This spell may only be attempted one time per year. A familiar is able to grant the caster access to its own senses, and is able to communicate with the caster. In addition, a familiar is loyal, and will follow orders until its death. Familiars are more intelligent than ordinary animals; they have AC 7 and 2d4 hp. A familiar grants the caster additional hp equal to the familiar's maximum total, when the two are within 40m of one another. However, if a

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familiar is slain the magic-user must subtract the familiar's maximum hp from his own maximum hp, permanently. A new familiar may not be summoned for one year. If a familiar is located, the referee may use the following as examples:

Familiar senses augmented

Bat	Hearing
Cat	Hearing and night vision
Hawk	Much improved distance vision
Lizard	improved smell
Owl	Hearing, night vision
Raven	improved vision
Toad	180 degree vision
Weasel	hearing, improved smell

Anytime a familiar is summoned there is a 5% chance it is a special familiar. The type is determined by the caster's alignment and good or evil leanings. Creatures are entitled to a saving throw versus spells, and if successful, the spell fails and the caster must wait 1 year before trying again.

- Cavern glider
- Stirge
- Giant bat
- Imp

Refer to the monster listings for the powers granted by these creatures.

Summon monster I	Level	3
	Duration	2 rounds +1 rnd / level
	Range	10m

This spell conjures 2d4 1st-level (1 HD) creatures that arrive in 1d4 rounds to an exact location within range which is specified by the caster. The monsters summoned are chosen by the referee. Summoned monsters may be commanded to fight nearby foes, and will do so until death or until the spell duration ends. Creatures may be commanded to perform other tasks, and will do so if it is within their abilities.

Summon monster II

Level	4
Duration	3 rounds, +1 round per level
Range	40'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d6) 2 HD creatures.

Summon monster III

Level	5
Duration	4 rounds, +1 round per level
Range	50'

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With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d4) 3 HD creatures.

Summon monster IV

Level	6
Duration	5 rounds, +1 round per level
Range	60'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d3) 4 HD creatures in 1d3 rounds.

Summon shadow	Level	5
	Duration	1 round +1 rnd / level
	Range	10'

By means of this spell, the caster brings forth 1 shadow per 3 caster levels. These creatures serve the caster, and will fight to the death if ordered. They remain until killed or the spell duration ends.

Telekinesis	Level	5
	Duration	6 rounds
	Range	40m

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

Teleport	Level	5
	Duration	instantaneous
	Range	10'

This spell instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place the caster has been very often. "Studied carefully" is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as scrying) to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

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On Target: The caster or creature appears in the desired location.

High: The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

Low: The caster or creature appears in the ground and is killed instantly.

Familiarity	Low	On target	High
Very familiar	01-95	96-99	00
Studied carefully	01-80	81-90	91-00
Seen casually	01-50	51-75	76-00
Viewed once	01-30	31-65	66-00

Note that the caster cannot intentionally teleport himself or another creature off target or into solid matter.

Tiny hut

Level	3
Duration	6 turns per level
Range	0

The caster creates an unmoving, opaque 10' diameter sphere of force. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as 6 other human-sized creatures can fit into the field with the caster; they can freely pass into and out of the hut without harming it. However, if the caster removes himself from the hut, the spell ends. The temperature inside the hut is 21° if the exterior temperature is between 0° and 100°. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind up to 50 mph, but greater force destroys it. The interior of the hut is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, but the occupants cannot be seen from outside the hut.

Rock to mud (reversible)

Level	5
Duration	3d6 days
Range	40m

This spell turns 3,000 square feet of rock 10' deep into mud for 3d6 days. Any beings passing through the mud have movement reduced by 90%.

Mud to rock (reverse of *rock to mud*) changes an equal volume of mud described above into rock. This alteration is permanent.

True seeing

Level	6
Duration	1 round / level

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Range

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the ethereal plane (but not into extradimensional spaces).

False seeing, the opposite of true seeing, makes objects, characters, and monsters appear as their "opposite". The ugly appears beautiful, the valuable appears worthless, and so on.

Undo

Level	4
Duration	permanent
Range	40m

Manipulates time to dispel any spell cast in the previous round, including spells of instantaneous duration.

The usual percentage chance of success applies. If the dispelling is successful, the DM is responsible for determining the repercussions of the temporal modification.

Unseen servant

Level	1
Duration	6 turns +1 turn / level
Range	0

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors, drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The servant cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

Veil

Level	6
Duration	1 turn per level
Range	10' per level

The caster instantly changes the appearance of a 20' square area, including creatures in it if desired. The illusion is maintained for the spell's duration. The caster can make the subjects appear to be anything desired. They look, feel, and smell just like the creatures the spell makes them resemble, or the area looks, feels and smells like a different area desired. Affected creatures resume their normal appearances if slain. This spell may also be used to mimic the effects of hallucinatory terrain, but the illusion does hold up even under physical inspection. The spell true seeing or similar magical effects will reveal the illusion for what it is.

Ventriloquism

Level	1
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Duration	2 turns
Range	20m

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range. Requires that the caster has *Warlock's ink*.

Wall of fire

Level	4
Duration	see below
Range	20m

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

Wall of force

Level	5
Duration	1 turn + 1 rnd / level
Range	30'

A wall of force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including dispel magic. However, disintegrate immediately destroys it, as does a rod of cancellation. Breath weapons, spells, missile weapons, electrical attacks and thermal attacks cannot pass through the wall in either direction. The caster can form the wall into a sphere or hemisphere whose area is up to one 20' square per level.

Wall of ice

Level	4
Duration	12 turns
Range	40m

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of iron

Level	5
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Duration	permanent
Range	5' per level

With this spell the caster may cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane. If not supported, the wall has a 50% chance of falling in either direction, smashing any creatures under it. A wall of iron is 1/4" thick per caster level. Total area can be 15' per caster level, and the area can be doubled if the thickness is halved. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of stone

Level	5
Duration	see below
Range	20m

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a *Dispel magic* spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Water breathing

Level	3
Duration	1 day
Range	10m

The subject can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming.

Web

Level	2
Duration	48 turns
Range	10'

Web creates a many-layered mass of strong, sticky strands. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a web spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

Treasure

Adventure, fame, and treasure are some of the primary motivations of adventuring parties. Money is not only used to purchase new weapons, equipment, and even strongholds, but each gold piece worth of money gives the character 1 experience point, which is essential to character level advancement. As characters advance in levels, they will venture into ever more dangerous labyrinth levels. Magic items can become essential to character survival, as they grant bonuses and special abilities that can give the party a survival edge.

Treasure will be found in monster lairs that exist in labyrinths or in the wilderness. Sometimes treasure will be found unguarded, in which case it may be hidden in a secret location. Each monster has a Treasure Hoard Class (THC), which indicates what kinds and quantities of treasure a monster might have. These values should be considered guidelines. Although monsters will tend to have THCs that correspond to their general strength, the DM should use discretion in distributing wealth and magic. If a result on the THC tables seems over powered, reduce the amount of treasure rolled. On any of these tables the DM may decide to choose specific quantities of treasure or specific magic items, depending on the situation.

Not all treasure must be coins, gems, jewelry, or magic. A creative way to disperse treasure is to place valuable art, tapestries, sculptures, and the like that have a treasure value but must be appraised and sold to cash them in, or kept as decorations in the strongholds of the adventurers.

How to roll for treasure

The DM chooses the appropriate row in the Treasure Hoard Classes table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When magic items are indicated, the DM then rolls on the appropriate treasure table to determine which specific magic items are found. If the occurrence of magic items is indicated, but no specific type is indicated, the type is determined by rolling on the Random Magic Type table.

Gems & jewelry

When gems are found, the DM will roll to determine their value in gold pieces. All gems may be assigned the same value, they may be given individual values, or they may be divided up into groups and given different values.

Jewelry can vary in value in a similar manner to gems. The table

below can be rolled on to determine the value of each individual piece of jewelry.

Gems (roll d%)		Jewelry (roll d%)	
01 – 15	10gp	01 – 20	1d4 x 10gp
16 – 30	25gp	21 – 30	2d4 x 10gp
31 – 45	50gp	31 – 40	1d4 x 100gp
46 – 60	75gp	41 – 50	2d4 x 100gp
61 – 75	100gp	51 – 60	2d6 x 100gp
76 – 85	250gp	61 – 00	3d6 x 100gp
86 – 90	500gp		
91 – 95	750gp		
96 – 00	1,000gp		

Finding and using magic items

Most magic items are not labeled, so characters will not know the exact properties of magic items except through trial and error. Powerful magic users (above 15 th level) can identify magic items, but it can take many weeks to do so. Potions may be identified by sipping them, or by consulting an alchemist. In order to use a magic item, a character must follow any procedures indicated in the item's description.

Some magic items are always in effect, but others may require special actions or concentration.

Magic treasure tables

Roll d% (two d10, declaring beforehand which is the tens and which is the ones).

Roll d%	Magic item
01 – 15	potions
16 – 20	rings
21 – 45	scrolls
47 – 59	devices
60 – 66	miscellaneous magic
67 – 87	swords
88 – 92	miscellaneous weapon
93 – 00	armor

Magic item descriptions

Potions

Roll d%	Potion
01-03	Animal control
04-06	Clairaudience
07-09	Clairvoyance
10-12	Climbing
13-15	Delusion
16-18	Diminution
19-21	Dragon control
22-24	Elixir of life
25-26	ESP
27-28	Extra-healing
29-31	Fire resistance
32-36	Flying
37-40	Gaseous form
41-43	Giant control
44-47	Giant strength
48-50	Growth
51-54	Healing
55-58	Heroism
59-61	Human control
62-64	Invisibility
65-66	Invulnerability
67-69	Levitation
70-71	Longevity
72-73	Oil of etherealness
74-75	Oil of slipperiness
76-78	Philter of love
79-81	Plant control
82-83	Poison
84-85	Polymorph
86-88	Speed
89-90	Super-heroism
91-93	Sweet water
94-95	Treasure finding
96-97	Undead control
98-00	Water breathing

Potion descriptions

Although potions can be found in a variety of types of containers, including glass, ceramic, or metal flasks, most contain only one dose that imbues their potion's particular effects for one individual. Most potions bear no label and require a small amount to be sampled in order to attempt to identify the potion type. This is not without error, however, because potions of the same type may differ in their aroma or taste depending on how they were made.

As a standard rule, potions take effect in the round of their consumption, and last for 1d6+6 turns. This may be superseded where the potion description indicates otherwise. Potions can generally be consumed in half doses, so that half the potion is consumed and operates for half the duration.

The creation of potions requires the joint efforts of magic users and alchemists. A sample of the potion to be created must be

obtained at some point in order to learn the formula for the particular potion.

Animal Control: Anyone taking this potion gains the ability to relate to, understand, and manipulate the emotions of a particular type of animal. The type of animal is determined by a dice roll (see below), and the number of animals affected depends on the size of the animal. The following general sizes and quantities apply: wolf size or smaller, 5d4; up to human size, 3d4; animals up to 1,000 lbs, 1d4.

Roll d20 Animal type

1-4	Avian
5-7	Fish
8-11	Mammal, including marsupial
12-13	Any mammal and avian
14-17	Amphibians and reptiles
18-19	Amphibians, reptiles, and fish
20	All listed above

Note that unless the drinker of this potion has some other means of directly communicating with the animals influenced by the potion, only general emotions or inclinations may be manipulated. All humanoids are unaffected by this potion, and any intelligent creature may make a saving throw to resist its effects.

Clairaudience: This potion grants the drinker the ability to hear up to 20m by means of the ears of an animal. An animal must be in relative proximity. However, a lead barrier hinders this effect.

Clairvoyance: This potion grants the drinker the ability to see up to 20m by means of the eyes of an animal. An animal must be in relative proximity. However, a lead barrier hinders this effect.

Climbing: This potion lasts for 1 turn + 5d5 rounds, during which time the drinker gains the ability to climb like a thief with 99% ability (a roll of 00 means failure). However, the odds of failure increase by 5% if the character is carrying 100 lbs or more. Furthermore, the type of armor worn will influence climbing ability by decreasing the percentage chance of success as follows:

Delusion: This potion is aptly named, for it convinces the drinker that the potion is of another type. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be of the same type. For example, a potion of clairaudience might convince the drinker there are sounds in the distance that do not truly exist.

Diminution: When consumed, the imbiber and everything carried will shrink to 6 inches tall. The character is so small that if he remains motionless there is only a 10% chance of being spotted by creatures nearby. If only half of the potion is consumed, the imbiber will shrink to 50% of their original size.

Dragon Control: Drinking this potion grants the imbiber power

Treasure equivalent to *charm monster* upon a dragon of a type determined by the table below. Each potion affects only one type of dragon. The imbiber is able to control a dragon within 60 feet and for the duration of 5d4 rounds. Roll on the table below for the specific type of dragon control potion.

Roll 1d10 Dragon type

1 - 2	Water
3	Air
4 - 5	Fire
6	Metal
7 - 9	Earth
0	Any

Elixir of life: Restores a corpse to life if poured into the corpse, but may also be consumed by the living. Whether living or dead, the consumer regains all lost hit points are restored. The consumer does not age for the next 5 years.

ESP: This potion grants a spell-like ability the equivalent of the magic-user and elf spell ESP for the duration of 5d8 rounds.

Extra-healing: Imbibing the full dose of this potion replenishes damage up to 3d6+3 hit points. Unlike most other potions, this potion can be imbibed in three separate, equal portions for the benefit of 1d6 hit points of healing per one-third of the potion.

Fire resistance: The imbiber of this potion is impervious to all forms of ordinary flame, whether as small as a torch or as large as a raging bonfire, for 1 turn. Further, this potion reduces damage from other kinds of fire by -2 per die of damage. These kinds of fire include *fireball*, *wall of fire*, and the intense heat of molten rock. Half of the potion can be quaffed for resistance lasting 5 rounds, and other bonuses provided are halved (-1 to damage and +1 to saving throws). An opened potion loses its power in an hour.

Flying: This potion grants the spell-like ability equivalent to the arcane magic spell of the same name.

Gaseous form: The person who quaffs this potion, in addition to all items on his or her person, takes on a translucent, gaseous consistency and floats at 30 feet per round. This speed can be different depending on natural wind speed in the environment or due to the effects of wind-altering spells. While in gaseous form, the person affected can flow below doors and other small spaces that are not sealed airtight. Although magical lightning and fire do the gaseous form full damage, while in gaseous form the imbiber is otherwise impervious to other attacks. This potion must be fully imbibed to have affect.

Giant control: When imbibed, the drinker is able to control up to two giants in the same manner as the spell *charm monster* for 5d6 rounds. A saving throw is allowed, and if only one giant is targeted it receives -4 to this roll. If two giants are targeted, they receive +2 to this roll. Each potion of giant control affects only one type of giant. Consult the table below.

Roll 1d20 Giant type

1-2	Cloud (none on Sppang!)
3-6	Fire (none on Sppang!)
7-10	Frost
11-15	Hill
16-19	stone
20	storm (none on Sppang!)

Giant Strength: The imbiber of this potion temporarily becomes as strong as a frost giant. This bonus in strength is accompanied by the giant ability to throw rocks at opponents, to a distance of 200' for 3d6 hit points of damage. Further, the character does double damage with weapon attacks. The strength bonuses of this potion may not be combined with any other magical effects that influence strength.

Growth: The imbiber of this potion doubles in size. Strength also increases, so that all damage dealt is doubled.

Healing: The imbiber of this potion regains damage equal to 1d6+1 hit points. This potion also cures paralysis. This potion can only be quaffed in total for affect.

Heroism: Only a dwarf, halfling, or fighter may use this potion. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his or her experience level as shown in the table below. Note that extra hit points granted due to the level increase are subtracted first when the character is wounded.

Imbiber Level Levels granted

0	4 (Fighter)
1 - 3	3
4 - 7	2
8 - 10	1

Human Control: Once quaffed, this potion grants the spell-like ability of *charm person* to the drinker for 5d6 rounds. Many kinds of humanoids, demi-humans, and humans can be affected by this potion (see the table below), and 32 hit dice/levels of these beings are affected. Only whole hit dice are considered when calculating how many individuals are affected, and any bonuses are dropped (3 + 1, 4 + 2 are treated as 3, 4). The specific kind of human-like being affected for each potion is determined on the table below.

Roll 1d12 Humanoids affected

1 - 2	Dwarves
3 - 4	Elves
5	Elves and Humans
6 - 7	Gnomes
8 - 9	Halflings
10 - 11	Humans
12	Other humanoids (gnolls, goblins, etc.)

Invisibility: When this potion is quaffed, the drinker is bestowed with the spell-like ability of *invisibility*. This potion can be consumed in 1/8 increments, in which case the *invisibility* granted lasts 1d4+2 turns per dose. Any combat action

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removes the *invisibility*, such that a new dose must be consumed.

Invulnerability: An invulnerability potion gives the drinker +2 to all saving throws and grants a reduction in armor class by two ranks.

Levitation: When this potion is quaffed, the drinker is bestowed with the spell-like ability of *levitation*.

Longevity: This potion makes the drinker 1d12 years younger. This restored youth is possible not only for natural aging, but also for aging from magic or creature effects. There is some small danger however, since each time a potion of longevity is consumed there is a cumulative 1% probability that all previous age reversals from potions of this type will be negated, raising the character's age to the age he or she would be without the effects of the potions. It is not possible to drink this potion in increments.

Oil of Ethereality: This potion is not imbibed, but this thin oil is applied to the character and all of his belongings in order to achieve an ethereal state for 4+1d4 turns. It takes 3 rounds for the potion to produce effect, and can be negated earlier than the duration by applying a mildly acidic liquid. When ethereal, a character is invisible and can pass through any objects that are not also ethereal.

Oil of slipperiness: This oil is applied to the character in the same way as *oil of ethereality*. Any character so coated cannot be restrained or grabbed, and neither wrapped in the grip of constrictor snakes or any other grasping attacks, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Further, objects can be coated with the oil, and if a floor is coated any individual even standing on the floor will have a 95% probability each round of falling, due to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol, such as whiskey, wine, or stout beer.

Philter of love: The imbiber of this potion becomes *charmed* by the next person or creature he or she lays eyes upon. However, the drinker will actually become charmed *and* besotted by the person or creature if it is of the preferred sex and of similar racial stock. The charm aspect of this potion lasts for 4+1d4 turns, but only *dispel magic* will make the drinker cease to be enthralled by a member of a preferred sex.

Plant control: The imbiber of a potion of plant control is able to control plants or plant-like creatures (including fungi and molds) within an area of 20 feet squared, to a distance of 90 feet. This ability lasts for 5d4 rounds. Plants and plant-like creatures can obey commands to the best of their capacity. For instance, vines can be controlled to wrap around targets, and intelligent plants can be given orders. However, intelligent plant beings receive a saving throw versus spells. Similar to other charm-like abilities, one cannot directly control an intelligent plant creature to inflict harm upon itself.

Poison: This potion is highly variable in its potency, and is

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usually an odorless poison of variable color. The poison can require ingestion, skin contact, or application to open wounds. Potency will determine the ease with which a saving throw versus poison can be accomplished. Extremely potent poisons can require a penalty of -1 to -4, or weaker poisons can provide a bonus of 1 to 4. A failed saving throw results in death.

Polymorph (self): This potion grants the spell-like ability of *polymorph self*, as the fourth level magic-user and elf spell.

Speed: This potion doubles combat and movement ability for 5d4 rounds. Thus, if the imbiber can normally move at 120 feet, for the duration of this potion's affect the imbiber can move at 80m. The number of attacks available double as well, but this potion does not decrease spell-casting time. This heightened ability does not come without cost, for the strain it puts on the imbiber's body ages him or her by 1 year permanently.

Super-heroism: Only dwarves, halflings, and fighters may use this potion. Unlike the potion of heroism, this potion lasts 5d5 rounds. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his or her experience level as shown in the table below. In all other respects this potion is identical to *heroism*.

<u>Imbiber Level</u>	<u>Levels Granted</u>
0	6 (Fighter)
1-3	5
4-7	4
8-10	3
11-12	2

Sweet water: This sweet-tasting liquid can be used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Further, *sweet water* will destroy other potions. For most liquids, this potion will affect up to 100,000 feet cubed. However, only 1,000 feet cubed of acid can be neutralized. The effects of *sweet water* are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds. After this time it can be contaminated once again.

Treasure finding: For 5d4 rounds, the imbiber of this potion can sense any treasure within 80m containing valuable metals or gems. In order to be detected, the total value of the treasure must meet or exceed any combination of 50 gold pieces or 100 gems. Any valuable metal meeting this value in quantity is detectable, and any gems, including those in jewelry, are detectable. Although the direction of the treasure can be "sensed," the precise distance cannot. No physical barrier will impede detection, with the exception of some magical wards or lead.

Undead control: Normally, undead are immune to *charm*. However, when quaffed this potion grants the drinker the ability to *charm* 3d6 HD of undead (intelligent or otherwise) as the *charm person* spell. The affects of this potion last 5d4 rounds.

Water breathing: The imbiber of this potion is granted the ability

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to breath when submerged in any liquid that contains dissolved oxygen (rivers, lakes, oceans, etc.). The duration is 1 hour + 1d10 rounds per dose. There is a 75% probability that a potion will contain 4 doses, and a 25% probability it will contain 2 doses.

Rings

Roll d%	Ring
01-04	Animal command
05-09	Command human
10-15	Command plant
16-25	Delusion
26-27	Djinni calling
28-38	Fire resistance
39-49	Invisibility
50-70	Protection
71-72	Regeneration
73-74	Spell storing
75-79	Spell turning
80-81	Telekinesis
82-87	Water walking
88-94	Weakness
95-97	Wishes
98-00	X-ray vision

Ring descriptions

All magical rings are usable by any character class. They must be worn on a digit of the hands only (fingers or thumb). It is only possible to wear two magical rings; if more than two are worn all of the rings do not function.

Animal command: Once per turn, this ring allows the wearer to control 1 giant animal or 1d6 normal-sized animals. Magical or intelligent animals are not affected. The effect lasts so long as concentration is maintained, and the wearer can take no other actions. Once control ends, animals will not be well disposed to the ring wearer, and any reaction rolls suffer a penalty of 1.

Command human: This ring grants the wearer the ability to *charm* as the *charm person* spell. Humans totaling 6 HD can be *charmed*, and 0-level humans are treated as half of a HD for this calculation. A saving throw may be attempted with a penalty of -2. The ring wearer may dismiss the effect at any time, or *dispel magic* may be used.

Command plant: The ring wearer can control plants within a 10' squared area up to 60' away. This control extends to plant creatures, and even if the plant is not normally mobile, this ring grants the ability to make the plants move. The effect lasts so long as concentration is maintained, and the wearer can take no other actions.

Delusion: This cursed ring convinces the wearer that the ring is of another type. The DM could decide randomly which kind of ring the wear believes this ring to be, or one might be chosen.

Djinni calling: This powerful ring can be used once a day to summon a djinni that will do the ring wearer's bidding for as long as 24 hours.

Fire resistance: The ring wearer is impervious to all forms of

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ordinary flame, whether as small as a torch or as large as a raging bonfire. Further, this ring reduces damage from other kinds of fire by -1 per die of damage (minimum of 1 hp damage per damage die). These kinds of fire include *fireball*, *wall of fire*, fire breath, and the intense heat of molten rock. If exposure to these flames requires a saving throw, it is made at +2 to the die roll.

Invisibility: Once each turn, this ring grants the wearer the ability to become invisible as the spell *invisibility*.

Protection: This ring has several different power levels. For each "+", the ring will lower the wearers AC by this amount, and grant the wearer this bonus to all saving throws. For example, if a character with an AC of 9 is wearing a ring of protection +2, his AC becomes 7 and all saving throws are rolled with a +2 bonus. When a ring of protection is found, roll on the table below to determine which kind.

Roll d00	Bonus
01-80	+1
81-91	+2
92	+2, 5' radius
93-99	+3
00	+3, 5' radius

If a radius is given, the power of the ring, as it applies to saving throws only, extends to all creatures within the radius.

Regeneration: This ring grants the wearer the ability to regenerate 1 hp per round. However, the ring is powerless to regenerate damage caused by acid or fire, and if the wearer's hp reach zero the ring does not bring the dead back to life. Whole body parts may also be regenerated. Small pieces, like fingers, take 1 day to grow back. Larger pieces, such as a limb, may take 1 week to grow back.

Spell storing: A *ring of spell storing* can store up to 6 spells, which can be cleric spells or magic-user/elf spells. At the time the ring is found, it will already contain 1d6 spells, to be determined randomly by the DM. When a character puts the ring on, he automatically gains the knowledge of which spells are already stored. Any character may release the spells from the ring. Any spell caster may place new spells in the ring by casting the spell and directing it at the ring. A spell cast from the ring is cast as if the caster is the minimum level required to use the spell.

Spell turning: When wearing this ring, 2d6 spells do not affect the wearer and are instead turned back at the being that cast the spell.

Telekinesis: This ring grants the wearer the ability to move objects with his mind, as the spell *telekinesis*. However, there is no limited duration when using the ring.

Water walking: Any character wearing this ring can walk on water as if it were solid, dry land.

Weakness: This is a cursed ring, and once put on it can be removed only with a *remove curse* spell. Over the course of 6 rounds, the wearer's STR drops to 3 and all attacks and damage are rolled with a penalty of -3 (minimum of 1 hp of

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damage is dealt).

Wishes: A variable number of *wishes* (1d4) are granted to the wearer of this ring. The *wishes* function as the spell of the same name, and can be used at any time. Once the *wishes* are used the ring becomes non-magical.

Ray vision: One time per turn, the wearer of this ring can see through a stone wall and up to 30'. The wearer may see 60' if looking through wood and other low-density material. A 10' squared area (100 square feet) can be visually examined each turn, and any secret doors, hidden recesses, or traps will be evident. This activity takes full concentration. Lead or gold will block x-ray vision.

Scrolls

Roll d%	Scroll
01-05	Cursed
06-15	Ward against elementals
16-25	Ward against lycanthropes
26-30	Ward against magic
31-40	Ward against undead
41-55	Spells (1)*
56-66	Spells (2)*
67-69	Spells (3)*
70-72	Spells (4)*
73-74	Spells (5)*
75	Spells (6)*
76	Spells (7)*
77-80	Treasure map (Value 1d4x1000 gp)
81-85	Treasure map (Value 5d6x1000 gp)
86-87	Treasure map (Value 6d6x1000 gp)
88-89	Treasure map (Value 5d6x1000 gp, 5d6 gems)
90-91	Treasure map (Value 1d6 gems, 2d10 jewelry)
92-93	Treasure map (Value 1 magic item)
94-95	Treasure map (Value 2 magic items)
96	Treasure map (Value 3 magic items, no weapons)
97	Treasure map (Value 3 magic items, +1 potion)
98	Treasure map (Value 3 magic items, +1 potion, +1 Scroll)
99	Treasure map (Value 5d6x1000 gp, 1 magic item)
00	Treasure map (Value 5d6 gems, 2 magic items)

*Roll 1d4; 1-3, Magic-user/Elf; 4, Clerical.

The number in parenthesis is the number of spells on the scroll. Determine the spell level and specific spells randomly.

Scroll descriptions

Most scrolls are pieces of parchment, imbued with the magical writings of a spell or other magical effect. These writings are potent in that they simply require the pronunciation of their words to release their power. Some scrolls can be deciphered and read by any class, while others have restrictions. These will be discussed below.

Scroll of Spells

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A scroll of spells will be found with 1 to 7 spells written on it. About 3/4 of all spell scrolls contain magic-user/elf spells, and the remaining contains cleric spells. Scrolls that contain magic-user/elf spells can only be read by employing the spell read magic, and the spells are only usable by magic-users and elves. Scrolls with cleric spells can be read without special deciphering, but are usable only by clerics. A spell may be cast even if it is not normally usable by a spell caster of the reader's level. These spells are cast as if from a spell caster of the minimum level required to cast the spell. Once a spell is cast from a scroll, the magical writing for that spell disappears.

When determining the contents of a scroll of spells, roll first to determine the type of spells by class, then roll to determine the spell level of each spell.

Scroll of spells

Scroll Type		Arcane		Mystic	
Roll d4	Class	Roll d%	spell Level	Roll d%	spell Level
1-3	Arcane	01-25	1	01-25	1
4	Divine	26-50	2	26-50	2
		51-70	3	51-70	3
		71-85	4	71-85	4
		86-95	5	86-95	5
		96-97	6	96-98	6
		98	7	99-00	7
		99	8		
		00	9		

*Roll 1d4: 1 – 3 Arcane magic; 4 – Divine. The number in parenthesis indicates the number of spells on the scroll. Determine the level and nature of spells randomly.

Cursed Scroll

A cursed scroll inflicts a horrible curse upon the reader. The DM has considerable flexibility in determining the effects of the curse. A curse may only be removed with the spell remove curse. The DM might also allow the curse to be lifted if the character performs a special quest. Some possible curses are provided below, but any similar curse might be used instead.

Roll d6 Effect

1	the victim loses a random magic item.
2	One random ability score suffers a –4 penalty.
3	the victim may not gain new experience.
4	the victim's level is reduced by 1.
5	the victim is polymorphed as polymorph other, into a small animal.
6	the victim is rendered blind.

Scrolls of Warding

These scrolls are usable by all classes. When the magical words of warding are read aloud, the words disappear from the page and the reader is surrounded by a 10' radius area of protection

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against the type of creature indicated by the scroll. This area of protection is centered on the reader, and moves wherever he moves. This protective barrier stops the creature type from entering, but not from attacking with missile weapons or spells. The circle of protection will last until the reader dismisses it, or if anyone within the circle attempts to attack a creature of the type protected against with a hand weapon.

Ward against elementals: A ward against elementals scroll wards against all elementals for 2 turns, subject to the rules governing warding scrolls.

Ward against lycanthropes: For 6 turns, a ward against lycanthropes scroll wards against all lycanthrope forms. The protective barrier can repel a certain number of lycanthropes, based on their number of HD. If the lycanthropes have hit dice of 3 or fewer, 1d10 of their number will be repelled. If they have 4 or 5 HD, 1d8 of their number will be repelled. If the lycanthropes have 6 HD or above, then 1d4 of their number are repelled.

Ward against magic: A barrier is created against all spells and spell-like effects from devices or monsters. This barrier remains for 1d4 turns. This effect cannot be dispelled or otherwise removed except through a wish.

Ward against undead: For 6 turns, a ward against undead scroll wards against all forms of undead. The protective barrier can repel a certain number of undead, based on their number of HD. If they have hit dice of 3 or fewer, 2d12 of their number will be repelled. If they have 4 or 5 HD, 2d6 of their number will be repelled. If the undead have 6 HD or above, then 1d6 of their number are repelled.

Treasure maps: Treasure maps vary considerably in the value of treasure they lead to. In all cases, the DM will construct the map and the treasure it leads to ahead of time. The map is likely to lead to a treasure within the labyrinth the characters find the map, or the map may lead to another, sometimes remote, location. Difficulty in attaining the treasure should reflect its value. There may be traps, riddles, or other challenges. The map itself may be enchanted so that it requires read magic to decipher.

Miscellaneous magic items

Roll d%	Item
01-02	Amulet versus crystal balls and ESP
03	Apparatus of the crab
04-05	Bag of devouring
06-10	Bag of holding
11	Boat, folding
12-14	Boots of levitation
15-17	Boots of speed
18-20	Boots of traveling and springing
21	Bowl of commanding water elementals
22-23	Bracers of armor
24	Brazier of commanding fire elementals
25-26	Brooch of shielding
27-26	Broom of flying
30	Censer of controlling air elementals

31	Chime of opening
32-33	Cloak of protection
34-36	Crystal ball
37-38	Crystal ball with clairaudience
39	Crystal ball with ESP
40	Cube of force
41	Cube of frost resistance
42-43	Decanter of endless water
44-45	Displacer cloak
46	Drums of panic
47-49	Dust of appearance
50-52	Dust of disappearance
53	Efreeti bottle
54-57	Elven cloak
58-61	Elven boots
62	Eyes of charming
63-64	Eyes of the eagle
65-67	Eyes of petrification
68-71	Flying carpet
72-74	Gauntlets of ogre power
75-77	Girdle of giant strength
78-80	Helm of alignment changing
81-84	Helm of comprehend languages and read magic
85	Helm of telepathy
86	Helm of teleportation
87	Horn of blasting
88-90	Medallion of thoughts
91-92	Medallion of thoughts (90')
93	Mirror of life trapping
94	Mirror of opposition
95	Necklace of adaptation
96-97	Rope of climbing
98-99	Scarab of protection
00	Stone of controlling earth elementals

Miscellaneous magic items

Amulet versus crystal balls and ESP: This amulet grants the wearer immunity to detection from a crystal ball and the effects of ESP.

Apparatus of the crab: This item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Anyone who crawls inside finds ten levers. The device has the following characteristics: hp 200; MV 30' forward, 60' backward; AC 0; DG 2d6, 2 pinchers. When attacking with the pinchers, the attack value is the same as the operator, and if a hit is scored, there is a chance that both pinchers strike, for a total of 4d6 hit points of damage (roll of 1-5 on 1d20). This attack ignores the opponent's armor contribution to AC, but DEX modifiers do apply.

Lever	Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	snap pincers
6	Move forward/backward
7	turn left/right

8	Open "eyes" with continual light inside/close "eyes"
9	Rise/sink in water (levitate)
10	Open/close hatch

Two characters of human size can fit inside. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Bag of devouring: This magical bag is the size of a small sack. After 6+1d4 turns, all items placed in this bag vanish and are permanently lost. The bag must be fully closed for this effect to take place.

Bag of holding: This appears to be a common small sack. The bag of holding opens into a non-dimensional space. Its inside is larger than its outside dimensions. It is large enough to fit an object that is 10'x5'x3'. Regardless of what is put into the bag, it weighs a maximum of 60 pounds but holds up to 1,000 pounds.

Boat, Folding: A folding boat looks like a small wooden box about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

Boots of levitation: On command, these leather boots allow the wearer to levitate as if he had cast the spell levitate on himself. The duration is indefinite.

Boots of speed: These boots allow the wearer to move 80m per turn for up to 12 hours. The wearer is exhausted after this activity, and is required to rest for 24 hours.

Boots of traveling and springing: While these boots are worn, the wearer need not rest if engaged in ordinary movement. Further, he may spring up to 10' high, and to a distance of 30'.

Bowl of commanding water elementals: This bowl may be used to summon and control one water elemental per day as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Bracers of armor: These items appear to be wrist or arm guards. They grant the wearer an AC as though he were wearing armor. Both bracers must be worn for the magic to be effective, and no other armor may be worn with the bracers (magical or non-magical). Dexterity modifiers do apply. The protection offered by the bracers can be combined with other magical effects that alter AC, such as a ring of protection or cloak of protection. Roll on the table below to determine which kind of bracers are found.

Roll d00	AC Granted
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01 - 06	8
07 - 16	7
17 - 36	6
37 - 51	5
52 - 71	4
72 - 86	3
87 - 00	2

Some of these (5%) will be cursed, actually lowering the wearer's AC to 9, regardless of DEX modifiers or magical means of lowering AC. It will not be realized that the bracers are cursed until the wearer enters combat. These bracers may only be removed with the spell remove curse.

Brazier of commanding fire elementals: This brazier may be used to summon and control one fire elemental per day as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning.

The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Brooch of shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell, device, or spell-like ability. A brooch can absorb up to 101 hit points of damage from magic missiles before it melts and becomes useless.

Broom of flying: This magical broom of legend can fly with one rider up to 80m per turn. Two riders may be carried, but the maximum speed is reduced to 180' per turn.

Censer of controlling air elementals: This censer may be used to summon and control one air elemental per day as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Chime of opening: A chime of opening is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a

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wizard of lower than 15th level. The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four uses of a chime of opening to get it open. A silence spell negates the power of the device. Each use requires a charge, and a chime contains 2d4x10 charges before it cracks and becomes useless.

Cloak of protection: This magical cloak appears to be an ordinary brown cloth or leather cloak. The cloak functions much like a ring of protection, offering a bonus to the wearer's AC and all saving throws. These bonuses are cumulative if the cloak is worn with a ring of protection.

Roll d00	Bonus
01 - 80	+1
81 - 91	+2
92 - 00	+3

Crystal ball: A magic-user or elf may use this coveted magic item to see distant places, people, or objects. Anything may be viewed for up to 1 turn, 3 times per day. The user of the crystal ball is unable to communicate with those he observes, and he is unable to affect them magically or otherwise through the crystal ball.

Crystal ball with clairaudience: This kind of crystal ball has all of the properties of the ordinary one, but also grants the observer the ability to hear any noise or conversation at the location observed.

Crystal ball with ESP: This kind of crystal ball has all of the properties of the ordinary one, but also grants the observer the ability to hear the thoughts of one being observed, just as the spell ESP.

Cube of force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special wall of force 10 feet on a side around his person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every turn (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Charge Cost per Turn	Maximum speed	Effect
1	1	10'	Keeps out gases, wind, etc.
2	2	80'	Keeps out nonliving matter
3	3	60'	Keeps out living matter
4	4	40'	Keeps out magic
5	6	30'	Keeps out all things
6	0	As normal	Deactivates

Attack Form	Extra Charges	Attack Form	Extra Charges
Horn of blasting	6	Lightning bolt	4
Wall of fire	2	Lava, other hot fires	2
Passwall	3	Delayed blst fireball	3
Disintegrate	6	Meteor swarm	8
Phase door	5	Fireball	3

Displacer cloak: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. All opponents suffer a -2 penalty to hit the wearer of the cloak. In addition, the wearer receives a bonus of +2 on saving throws versus wands, spells and spell-like devices, and petrify.

Drums of panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 80m feet (with the exception of those within a 10-foot-radius safe zone around the drums) will become fearful and flee for 30 rounds with a MV equal to three times their normal rate per round. A saving throw versus spells is allowed, or at the DM's discretion a morale check with a penalty of -2 may be allowed as an alternative.

Dust of appearance: This fine powder appears to be a fine, light metallic dust. A single handful of this substance flung into the air coats all objects within a 10' radius, making them visible even if they are invisible. If the dust is blown through a tube it covers an area in the shape of a cone 20' long and 15' wide at its terminal end. The dust likewise negates the effects of mirror image, cloak of displacement, and elven cloaks. The dust's effect lasts for 2d10 turns. Dust of appearance is typically stored in small silk packets or hollow bone tubes, and 5d10 of these tubes or packets will be found at a time.

Cube of frost resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65 F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 turn (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a turn, the cube is destroyed.

Decanter of endless water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an

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amount of fresh or salt water pours out. Separate command words determine the type, as well as the volume and velocity.

“Stream” pours out 1 gallon per round.

“Fountain” produces a 5’ long stream at 5 gallons per round.

“Geyser” produces a 20’ long, 1’ wide stream at 30 gallons per round.

The geyser effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid being knocked down. The force of the geyser kills small creatures. The command word must be spoken to stop it.

Dust of disappearance: This dust looks just like dust of appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible. Normal vision can’t see dusted creatures or objects, nor can they be detected by magical means, including detect invisible. Dust of appearance, however, does reveal people and objects made invisible by dust of disappearance. The invisibility bestowed by the dust lasts for 2d10 turns, and the invisibility is not dispelled if the enchanted character makes attacks.

Efreeti bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly, and loyally serves the character for up to 101 days (or until the efreeti’s death), doing as the owner of the bottle commands. After the 101 days of service, the efreeti leaves to its home in the City of Brass, and the efreeti bottle becomes an ordinary, non- magical bottle.

Elven cloak: This cloak is made by the magical and nimble hands of the elves, and grants the wearer a measure of invisibility. Any observer will notice the wearer of this cloak on a roll of 1 on 1d6. However, any benefit of invisibility is lost if the wearer attempts an attack.

Elven boots: These fine leather boots are made with the magical craftsmanship of the elves, and grant the wearer the ability to move completely silently.

Eyes of charming: These two crystal lenses fit over the user’s eyes. The wearer is able to use charm person (one target per round) merely by meeting a target’s gaze. Those failing a saving throw versus spells are charmed as per the spell. If the wearer has both lenses, there is a penalty of –2 to the saving throw. If the wearer has only one lens, the saving throw is made with a bonus of +2.

Eyes of the eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses allow the wearer to see 100 times further than normal. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

Eyes of petrification: These items are made of special crystal

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and fit over the eyes of the wearer. When a being places the eyes on, he instantly turns to stone as the spell, with no saving throw. About 1/4 (01-25 on d00) of these eyes allow the wearer to use a petrification gaze attack. Both lenses must be worn for the magic to be effective, and the victim is allowed a saving throw versus petrify.

Note that no magical eyes may be combined for multiple effects.

Flying carpet: A flying carpet is enchanted to fly by command, with passengers. If 1 passenger is carried, the carpet may move up to 100’ per round. If two or three passengers are carried, this is reduced to 80’ or 60’ per round, respectively. No more than three human-sized passengers may be carried.

Gauntlets of ogre power: These gauntlets are made of tough leather, with iron studs running across the back of the hands and fingers. They grant the wearer the great strength of 18, granting all of the benefits to hit and damage that this strength score confers. The wearer may punch with these gloves, inflicting 1d4 hit points of damage. These gauntlets further allow the wearer to transport an extra 100 pounds. Both gauntlets must be worn for the magic to be effective.

Girdle of giant strength: A girdle of giant strength confers the great strength of a hill giant to the wearer. The wearer attacks as an 8 HD monster or as his own class and level, whichever is better. Further, all damage inflicted is doubled.

Helm of alignment changing: This ornate helmet instantly changes the alignment of the being that places it on. The change is random. The helmet cannot be removed except by the spell *remove curse*. The wearer will not desire for the helmet to be removed, but once it has been taken off he reverts back to his original alignment.

Helm of comprehend languages and read magic: Appearing as a normal helmet, a helm of comprehend languages and read magic grants its wearer the ability to understand the spoken words of any creature, and to read text in any language or any magical writing. Note that understanding a magical text does not necessarily imply spell use unless the magic is usable by the character’s class and level.

Helm of telepathy: The wearer can read the thoughts of a being within 90’ at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Use of this helm requires full concentration of the wearer, who may not move or take any action.

Helm of teleportation: A character wearing this device may teleport three times per day, exactly as if he had cast the spell of the same name.

Horn of blasting: This horn appears to be a normal trumpet. When the instrument is played, once per turn it deals 2d6 points of damage to creatures within a cone 100’ long and 20’ wide at its termination point. The horn causes creatures to be deafened for 2d6 rounds (a saving throw negates the deafening). Other

Treasure objects may take damage in other ways, at the DM's discretion. For example, a small hut might be completely leveled with a blast from the horn, but a portion of stone wall 10' wide might take three or four horn blasts.

Medallion of thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or silver, the medallion allows the wearer to read the thoughts of others. The wearer can read the thoughts of any being within 30' after concentrating for 1 round. A saving throw versus spells is allowed to negate the effect. The wearer may move at full speed, but is unable to cast spells or attack while concentrating. There is a 1 in 6 chance (roll 1 on 1d6) that, unknown to the user of the medallion, his thoughts are heard by all beings within 30' instead of the usual effect.

Medallion of thoughts (90'): This medallion functions as a medallion of thoughts, but has a range to 90' rather than 30'.

Mirror of life trapping: This crystal device is usually about 4 feet square and framed in metal or wood. A mirror of life trapping has twenty non-spatial extradimensional compartments within it. Any human-sized or smaller creature that looks into the device must make a saving throw versus spell or be trapped within the mirror in one of the cells. When a creature is trapped, it is taken bodily into the mirror. A victim's equipment (including clothing and anything being carried) follows the creature. When all cells are full, the mirror does not trap any more beings. Anyone may call the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. If the mirror is broken, all victims currently trapped in it are freed.

Mirror of opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. If a creature is reflected in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely.

Necklace of adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble can enable the wearer to survive in an environment without air for 1 week.

Rope of climbing: A 50-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 1,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A creature must hold one end of the rope when its magic is invoked.

Scarab of protection: This device appears to be a silver medallion in the shape of a beetle. The scarab's possessor gains immunity to ray of death, and any curse, regardless of the source. Upon absorbing 2d6 such attacks, the scarab turns to powder and is destroyed.

Stone of controlling earth elementals: This small stone may be used to summon and control one earth elemental per day as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Weapons and armor

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. Magic items will have a "+" value, or if cursed they will have a "-" negative value. When an item has a plus, such as a dagger +1, this means that rolls to hit and damage rolls receive a +1 bonus. Armor with a plus will reduce the AC by the amount specified. For example, leather armor +1 would reduce AC to 6 rather than 7.

Cursed items have the opposite effect, incurring penalties based on the negative value provided. Cursed items, once possessed by a character, can only be disposed of with a dispel evil or remove curse spell. The owner of a cursed item will not believe the item is cursed, and will resist efforts to get rid of the item until one of these spells is cast. Furthermore, the possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

Magical armor of the non-cursed variety is lighter and less cumbersome than other armor. Refer to the table below for magical armor weights and for rolling up the kind of armor found by a party.

Magic armor weight

Roll d%	Armor Type	Unmodified AC	(lbs)
01-10	Banded mail	4	15
11-30	Chain mail	5	20
31-60	Leather	7	10
61-67	padded	8	5
68-85	plate mail	3	25
86-90	scale mail	6	15
91-95	splint mail	4	20
96-00	studded leather	6	15

Swords

Roll d%	Item
01-39	Sword +1
40-44	Sword +1, +2 versus lycanthropes
45-49	Sword +1, +2 versus spell casters
50-53	Sword +1, +3 versus undead
54-57	Sword +1, +3 versus dragons
58-62	Sword +1, +3 versus regenerating monsters
63-67	Sword +1, +3 versus magical monsters
68-75	Sword +1, light 30' radius
76-80	Sword +1, Flame tongue
81	Sword +1, Life drinker
82-84	Sword +1, locate objects
85-86	Sword +1, Luck blade
87	Sword +1, Wish blade
88-90	Sword +2

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91-92	Sword +2, charm person
93-94	Sword +3
95	Sword +3, Frost brand
96-97	Sword -1 (cursed)
98-99	Sword -2 (cursed)
00	Sapient Sword*

*These swords should be very rare, and used with discretion.

Sword descriptions

Other powers beyond having a “+” to their attacks and damage sometimes apply to swords and other weapons. They also may have more than one bonus listed, where the first bonus applies to all attacks and damage, and the second applies only to an exclusive group of creatures. Some of these are detailed below, and others listed in the treasure tables are self-explanatory.

Other weapons have powers that the wielder is able to command. These weapons are detailed below.

Sword +1, Flame tongue: This sword is +2 against monsters that regenerate, +3 against avian monsters or monsters that have a cold-based attack, or are immune to fire, and this sword is +4 against all undead. When the wielder utters a command, the sword becomes engulfed in flame. The flames provide the same amount of light as a torch, and can be used to ignite anything flammable.

Sword +1, Life drinker: This sword drains a hit die or a life level from any target struck if the wielder utters a command. This sword has 1d4+4 charges, and each use of this ability drains one charge. Once the charges have been used, the sword performs as a normal sword +1.

Sword +1, locate objects: The wielder may locate objects as the magic-user/elf spell one time each day, to a range of 120’.

Sword +1, Luck blade: This sword grants its possessor a +1 bonus on all saving throws. In addition, a luck blade will contain 1d4+1 wishes. When the last wish is used, the sword remains a sword +1 and still grants the +1 saving throw bonus.

Sword +1, Wish blade: In addition to functioning as a *sword +1*, this sword contains 1d4 wishes. Refer to the magic-user spell wish for guidelines on granting wishes. Once the wishes have been used, the sword performs as a normal sword +1.

Sword +2, charm person: In addition to functioning as a sword +1, this sword grants the wielder the ability to charm person, as the magic-user/elf spell, 3 times in a week.

Sword +3, Frost brand: This sword is a +6 sword against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0 F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a ring of fire resistance. A frost brand extinguishes all non-magical fires in a 10’ area when touched to a flame.

Sapient sword: The +1 sword is a transmuted creature.

Roll d12	Nature
1 – 2	Erinyes devil, + 3 vs mystics
3 – 4	Unicorn, +3 vs sadists
5 – 6	Ki-rin, +3 vs master races
7 – 8	Demon, +3 vs constructs
9	Behir, +3 vs dragons
10	Thaumaphage, +3 vs wizards
11	
12	

All sapient swords contain the trapped soul of a sentient creature, longing to be free once more. If they share a language with their wielder, they will try to influence the wielder to arrange for the sword to be freed. These swords have a WIL of 16 and a WIT of 17.

Miscellaneous Weapons

Roll d00	Weapon
01-10	Arrows +1 (quantity 2d6)
11-12	Arrows +1 (quantity 3d10)
13-18	Arrows +2 (quantity 1d6)
19-21	Arrows +3 (quantity 1d4)
22	Arrow +3, Slaying arrow
23-31	Axe +1
32-34	Axe +2
35-41	Bow +1
42-51	Crossbow bolts +1 (quantity 2d6)
52-53	Crossbow bolts +1 (quantity 3d10)
54-60	Crossbow bolts +2 (quantity 1d6)
61-63	Crossbow bolts +3 (quantity 1d4)
64-68	Dagger +1
69	Dagger +2, +3 versus goblins & kobolds
70-75	Sling +1
76-82	Spear +1
83-86	Spear +2
87	Spear +3
88-94	War Hammer +1
95-99	War Hammer +2
00	War Hammer +2, Dwarven thrower

Miscellaneous weapons

War hammer +2, dwarven thrower: In the hands of a dwarf, the war hammer gains an additional +1 bonus (for a total bonus of +3) and gains the returning special ability. It can be hurled with a 60’ range. When hurled, it deals triple damage against giants, ettins, ogres, and trolls. It does double damage when thrown against any other target.

Arrow +3, slaying arrow: This arrow +3 is keyed to a particular type of creature. If it strikes such a creature, the target instantly dies. Against any other target the arrow functions as an arrow +3. These arrows are often adorned with decorations that imply the creature they can slay. To determine the type of creature the arrow is keyed to, roll on the table below. The DM may add to this list, or choose an appropriate creature type for the situation.

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Roll d20	type	Roll d20	type
1	Avians	11	Giant animals
2	Ghouls	12	Golems
3	Mystics	13	Halflings
4	Dragons	14	Wizards
5	Dwarves	15	Mammals
6	Efreeti	16	Reptiles
7	Elementals	17	sea creatures
8	Elves	18	spiders
9	Fighters	19	Gnolls
10	Giants	20	Undead

Roll 1d20 Languages Known

01 - 10	1
11 - 14	2
15 - 17	3
18	4
19	5
20	Roll twice and combine, ignoring this result

Devices

Roll d%	Device
01 - 03	Bell of freedom
04 - 06	Blanket of protection
07 - 09	Blanket of sleeping
10 - 12	Cape of disguise
13 - 15	Cape of protection
16 - 18	Flute of luck
19 - 21	Gauntlets of holding
22 - 24	Gem of ideas
25 - 27	Horn of plenty
28 - 30	Horn of signalling
31 - 33	Ice boat
34 - 36	Leaf of colors
37 - 39	Sand boat
40 - 42	Silver flute
43 - 45	Sky boat
46 - 48	Staff of dragon control
49 - 51	Smuggler's boat
52 - 54	Undersea boat
55 - 75	Wand of illusion
76 - 00	Wizard's wand

Device descriptions

Bell of freedom: This small brass bell has no clapper. If struck by a key or lockpick, all normal locks and locked items within 10m will unlock themselves. Most magically locked items are not affected, except for magical *shackles* and *manacles*.

Blanket of protection: This plain grey blanket is 2m square. Its user can rest easily, for it will block all magical and normal attacks as long as the user is asleep. It has no power while the user is awake. A *wish* spell is needed to remove the blanket

without the user's permission.

Blanket of sleeping: This plain grey blanket is 2m square. If used to wrap or cover any living creature, the victim must make a save versus charm or sleep until the blanket is removed. The blanket may be easily removed by anyone else. The victim needs no food or water while asleep, and may sleep for years. A normal to hit roll is required if the blanket is used in hand-to-hand combat.

Cape of disguise: Allows the wearer to change body shape into any form of the same approximate size. It does not change facial features, voice, size, etc, but merely the appearance of the arms, legs, and body.

Cape of protection: gives the wearer a +1 bonus to all saving throws and a -1 bonus to Armor Class. It may be combined all other protective items, magical or ordinary.

Flute of luck: May be used once a week to confer *advantage* upon the player for one die roll. If unused, the effect expires in an hour.

Gauntlets of holding: The wearer may hold onto any other item or creature without letting go. When used in hand-to-hand combat, a normal to-hit roll must be successful, but the wearer may thereafter squeeze for d6 damage per round (plus STR bonus).

Gem of ideas: This meager gem is worth only 10 gp, but when the holder issues the command word, he/she is inspired with an excellent idea (provided by the DM) appropriate to the situation. This may be how to slay a monster, how to find clues, etc. The gem has d4 uses after which it crumbles to dust.

Hat of disguise: When worn and the command word given, this item alters the wearer's facial features into any likeness desired. It cannot bestow any other special abilities.

Horn of plenty: When properly commanded and played, produces enough food for 120 humans and 120 horses. It cannot produce liquid, and may only be used once a day.

Horn of signalling: When properly commanded and played, it can be heard at a distance of 13 kilometers. Range is doubled when used on a mountain top or air steed. May be used without limit. Functions only outdoors.

Ice boat: As with all magic boats, this is a single-mast river boat 8m long and 3m wide with a 1m keel capable of starting, stopping, and turning upon command without rowers or sailors. It has a cargo capacity of 1200kg and has an AC of 4 and 40 hull hit points. When placed on any ice or snow surface, it accepts a magical command word that transforms it. The small keel disappears, to be replaced by two runners that keep the hull 1m off the underlying surface. If the hull or a runner sustains damage, the damage will be repaired within twelve hours. It moves on icy and snow at 20m per round.

Sand boat: Identical to an ice boat, but capable of moving on sand (even climbing dunes) at a movement rate of 20m.

Deeds & Destiny

Silver flute: Plays itself when the command word is spoken. For up to an hour, but only once per day, it turns all weapons within 30m to silver for use against creatures harmed only by such weapons. Unfortunately, this ruins slings, bows, and other flexible weapons for the duration. Play will stop on command.

Sky boat: Identical to an ice boat, but capable of moving in the air at a speed of 60m plus/minus windspeed. As with any boat, it must tack with the wind.

Staff of dragon control: A 2m oaken staff tipped with a stone carving of a dragon that can be control dragons when wielded by a user of arcane magic. The spell energy is provided by the caster, and the spell by the staff. The duration of control is one hour per spell level expended by the caster. Any form of dragon can be controlled. No dragon will knowingly hurt itself, harm its offspring, or part with its treasure due to this staff.

Leaf of colors: A brooch shaped like a small leaf, this may be commanded to magically sense the presence of any race of creature. When it comes within 35 meters of the creature specified, the leaf of colors turns yellow; it turns red when within 25 meters, and brown within 20 meters. The leaf resumes its normal color on command. A race of creatures can be specified (such as elf, dragon, etc) but not an individual, class name, or other professional term (such as sage, fighter, spy, etc). The leaf can be used as often as desired but can sense only three different races of creatures per day.

Undersea boat: Identical to an ice boat, but capable of diving, maneuvering underwater, and surfacing. While underwater, the boat radiates a *water breathing* effect, protecting all passengers and crew as long as they touch it.

Wand of illusion: The wielder of this wand can create the effects of the spell *phantasmal force*. Refer to this spell for the effects and concentration requirements. While concentrating on an illusory effect, the wielder can move at half movement, but if he is successfully struck in combat all concentration is lost and the illusion instantly fades away.

Wizard's wand: Users of arcane magic obtain a +1 to their spell casts when using a wand.

64-73	Shield +2
74-79	Shield +3
80-82	Armor -1 (cursed)
83-85	Armor -2 (cursed)
86	Armor -1 (cursed) and Shield +1
87	Armor -2 (cursed) and Shield +1
88-90	Armor AC 9 (cursed)
91-94	Shield -1 (cursed)
95-97	Shield -2 (cursed)
98-00	Shield AC 9 (cursed)

Armor

Roll d00	Type
01-15	Armor +1
16-25	Armor +1 and Shield +1
26-27	Armor +1 and Shield +2
28	Armor +1 and Shield +3
29-32	Armor +2
33-35	Armor +2 and Shield +1
36-38	Armor +2 and Shield +2
39	Armor +2 and Shield +3
40	Armor +3
41	Armor +3 and Shield +1
42	Armor +3 and Shield +2
43	Armor +3 and Shield +3
44-63	Shield +1