DR. SKULL'S RAMPAGE AMID THE RUINS 2nd Edition

BOOK 2: CATALOGUE OF SPELLS, SKILLS AND FIGHTER TRAININGS

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INTRODUCTION: SPELLS, TRAINING AND SKILLS

0.1 Interpreting Spell Descriptions:

Stun Blasphemer (CL-1)

Casting Time : 1 action Save: Yes Target/AOE: 1 Target Type: Curse Range: 50 Duration: 1d4 rounds

One target of a different alignment than the cleric must save or be stunned for 1d4 rounds. While stunned, the victim may only make move actions, and even then only move $\frac{1}{2}$ its normal allowance.

Each spell is described in the format shown on the example above.

<u>Name Line</u>: contains name of the spell with whether it is a Cleric (CL) or Magic-User (MU) spell and the spell level. Stun Blasphemer is a 1st level Cleric spell.

<u>Power Drain:</u> If the code PD appears on the overview list and the words Power Drain appears after the description tittle,, that means that the spell creates a Power Drain, preventing the caster from casting other spells for 3d6 days.

<u>Casting Time:</u> most spells are 1 action in casting time, meaning that the caster uses his attack for the round to cast the spell, some, however, are longer rituals or incantations.

<u>Realm or Type:</u> each magic-user spell has a Realm, which governs what specialist can cast what spell and also can involve immunity and vulnerability (e.g. Fire realm spells might not affect a Fire Elemental). Cleric Spells have a Type, but all clerics have access to all types, except Law Type is restricted to Lawful Clerics, Neutral type to Neutral Clerics and Chaos types to Chaotic clerics. If the letter P is added after the Realm/Type, then the spell can be made into a Potion by the appropriate potion-making spell. <u>Save</u>: does the target get a saving throw to avoid the effects of the spell. "Yes" means if he rolls a save he avoids the negative effects of the spell. "No" or "None" means he cannot even roll a save. "Yes, half" means if he succeeds a saving throw he takes half the indicated damage, but never falls to less than 1 hit point as a result.

<u>Range:</u> the distance from the caster at which the spell can still reach, it is measured in feet. Touch means the caster must touch the object. 0 means it affects the caster or an area centered on the caster. <u>Target/AoE:</u> the targets the spell can affect or the area in which the spell affects everyone or everything or designated types.

<u>Duration:</u> the length of time that the spell lasts. If it says Rounds or Combat Rounds that means the 6second period in a standard combat. If it says Turns, it means 10-minutes exploration turns. If it says Immediate, it means that the event is accomplished the moment the spell is cast and cannot be dispelled (e.g. inflicting damage is immediate, a dispel magic won't remove the damage). Permanent means the spell lasts forever unless it is dispelled somehow (by a dispel magic usually, but perhaps also by a remove curse or special condition described by the spell).

0.2 CLERICAL SPELL CASTING

The cleric prepares his spells ahead of time, praying to his god for the spells he thinks he will need for the coming day. He can have as many prepared as the cleric spell chart (militant or spiritual as appropriate) allows, plus 1 additional spell (Not per spell level, just 1) each day from the spell type of his god and 1 additional spell per day (not per spell level) from his alignment spell type. As each spell is cast it is removed from his prepared number of spells until he prays the next morning. When the sun rises, all his unused spells are lost. To prepare his spells, he must spend one hour in the morning in prayer and ritual, unlike magic-users, he does not particularly need a good night's rest first.

Notice that Clerics-Militant do not begin casting spells until they reach 2nd level, even if they get a bonus spell from WIS, they can't cast it until 2nd level.

Some spells are marked "PD" on the list, and Power Drain on their book 2 descriptions.. When a cleric casts one of these spells, he can cast no more spells for 3d6 days. Spells marked with just a "P" are able to be made into potions

0.3 MAGIC-USER SPELL CASTING

The magic-users spells have been organized into a recognized canon of spells. These spells are not all the ones that exist or can exist; yet are the ones that are taught by guilds and most mentors. They are also the ones most likely to be found on scrolls and in spell books discovered on adventures.

Spell Books and Acquiring Spells:

Each magic-user (including specialist mages, but not Natural Talents, Witches or Bards) has in his possession a Spell Book in which he writes all the formulae necessary to prepare spells to be cast. Such a book is a magical device, prepared by his mentor, that will always have enough pages in it for the magician to use for however many spells he needs. The maximum number of spells he can have in his book per spell level is equal to the magic-user's INT ability score.

Each magic-user begins with the Magic Art Spells *Read Magic* and *Circle of Protection* in his book. The *Read Magic* spell is crucial to the magician's art and he cannot make or read scrolls or read or write spells in spell books without it. *Circle of Protection* is the second spell taught to apprentices, being highly useful in defending against evil spirits and the like. The player then chooses 4 other first level spells that he desires and adds them to his book (he doesn't need to make any rolls at this point, he gets these automatically).

When a magic-user gains an experience level, he gets 1 spell of his choice from any spell level he can cast added to his book. He is assumed to have worked this out on his own during his magical preparations and down time. If he is a specialist mage, he must choose a spell of his specialty realm if any are available. Also, when he gains a new spell level (e.g. when he reaches level 5 and can cast 3rd level spells for the first time) he automatically gains any Magic Art spells of that level.

Any additional spells he must find either in the captured spell books of enemy magic-users or from scroll spells. If a magic-user wants to add a spell to his book from these sources, he must cast a *Read Magic* spell, then physically copy the spell into his book with ink. By doing so, he destroys the scroll or the spell-page from the spell book he copies from. He must also roll 1d20 and get a result equal to or lesser than his INT ability score, or he fails to understand the spell and cannot try to add it to his book again until he gains an experience level. In order for a magic-user to share a spell with another, he must make a copy onto a scroll (100gp and 1 week per spell level) and hand over the scroll, or teach the spell orally (1 month per spell level).

If his spell book is lost or destroyed, he can purchase another for 2000gp. This book will have the *Read Magic* and *Circle of Protection* spells already within it, but any other spells must be copied into it by the magic-user from scrolls or a captured book. The magic-user user can roll 1d100 for each of his lost spells and for each one that he rolls his INT score or less, he remembers the formula precisely enough to add it to his new spell book.

Natural talents, bards and witches do not use spell books, and do not automatically gain Read Magic or the other Magical Arts spells, but may choose them.

Magical Research:

Magic-users and Specialist Mages can do research to create new spells, discover how to cast canon spells they haven't come across and to find formulae to special potions. The rules are in Book 3. They will require either access to a magic guild library through monthly dues, or to have collected such a library themselves (Book 4 has the prices for these).

The Spell Realms:

Each spell belongs to one of the Spell Realms, each of which also has an opposite. Outside of the 12 realms are the Grip Spells and the Magical Art spells which are not opposite to anything. There is 1 spell per spell level from each realm in the Wizard's Canon, although more from each realm exist outside the canon. A specialist mage picks 1 realm to specialize in, and must choose a spell from that realm whenever possible when he advances. The advantage of being a specialist mage is that one gets to prepare 1 additional spell per day per spell level, but that extra spell must be from his specialization. A specialist mage cannot put a spell from the Opposite Realm, or the Second Realm from which he is forbidden (see Magic-Users in part 1) to his speciality into his spell book or cast it from a scroll at all, ever.

THE REALMS

Structure (opposite Knowledge): The Structure Realm deals with the physical arrangement of matter, dimensions and ultimately, soul. Structure spells are often useful, practical spells in dungeon exploration. **Protection** (opposite Summoning): The Protection Realm deals with magic that helps keep the caster safe from harm.

Perception (opposite Illusion): The Perception Realm deals with allowing the caster to sense things beyond normal sight or hearing.

Knowledge (opposite Structure): The Knowledge Realm deals with the caster learning information beyond the normal means.

Earth (opposite Air): the Earth Realm deals with manipulating the basic element Earth.

Air (opposite Earth): the Air Realm deals with manipulating the basic element Air.

Fire (opposite Water): the Fire Realm deals with manipulating the basic element Fire.

Water (opposite Fire): the Water Realm deals with manipulating the basic element Water.

Enchantment (opposite Necromancy): Enchantment Realm deals with the interference with the spirit and mind of the target.

Summoning (opposite Protection) The Summoning Realm deals with the bringing of creatures or objects to the presence of the caster and the control of them.

Illusion (opposite Perception): The Illusion Realm deals with the deception of the senses of the targets. **Necromancy** (opposite Enchantment): the Necromancy Realm deals with Death, manipulation of flesh and the interaction of soul and body.

Magical Art: these spells lie outside of the Spell Realms and are automatically learned by all magicusers and specialist mages of sufficient level. They are the cornerstones of magic and keys to its understanding and practice. Natural talents, bards and witches do not automatically gain these spells, but may select them.

Grip Spells: while all other spells operate at a distance and cannot be cast by a magic-user who has been engaged in combat, the grip spells require that the caster touch his target and so can be cast during melee combat. As one cannot use a scroll when engaged in melee, Grip spells are infrequently found on scrolls.

0.4 INTREPRETING FIGHTER COMBAT TRAINING

While Clerics and Magic-Users depend on spells, and Jacks rely on a series of skills, Fighters rely on their weaponry and Combat Trainings that they choose as they advance in level. All Fighters begin with 3 Trainings of their choice at level 1 and then add one more per level up to level 10. Past 10th level they gain a skill only every second level. Fighters with a STR of 15+ gain a bonus training at first level. At first level human Fighters gain one bonus training or 1 Jack skill. Many trainings do not require a specific roll to take effect, however, some may require ability checks or saving throws in some situations. In the descriptions of Combat Trainings, the term Trained Fighter means a fighter-class character who has chosen this training and has the correct equipment. Items in boldface on the summary list later in the book have a prerequisite.

FORMAT:

STUNNING BLOW (Prerequisite: Brawler)

Use Time: None Equipment: Fist, Lt. Hammer, Baton, Club, Mace, Staff Roll: STR d20 Save: Yes A trained fighter who makes a STR check, while using one of the lighter blunt weapons, in

addition to nornal damage can Stun a mortal or animal victim, who fails his save, for 1d3 rounds.

Title Line: The Training is called "Stunning Blow", since it has a prerequisite, this is listed in parantheses **Use: time:** how long does it take to use this effect. "None" means it is part of an attack or move, or is a static bonus and spends no additional time. When it costs an attack or move action, it will be indicated so, if it takes BOTH it will say "1 Round". If it says "Extra Attack" it meas the training grants an additional attack attempt to the fighter. Longer times like 1 turn or 1 week etc., indicates it must be done outside of combat for that long.

Equipment: what specific gear must be used with this effect. Stunning Blow can only be done with the listed weapons. If it says "Melee Weaponry" it means any weapon (including fists and kicks) that might inflict damage in hand-to-hand combat. "Missile Weaponry" means any weapon that might inflict damage at a distance (bows, slings, crossbows, rocks, hurled weapons, flasks) but NOT siege engines. "Any weapon" includes missile and melee weapons, but not siege engines. "No heavy armor" means that the character cannot be wearing chain, scale, brigandine or plate when attempting this.

Roll: if the training requires a roll to achieve it will be listed here. "No" means it just happens or is a static bonus; "STR d20" or any other ability score means that the fighter must roll an ability check to have it happen. Regular "To Hit" means that the training works when the fighter hits his enemy's normal AC and "To Hit AC 15" means that the fighter must hit AC 15, regardless of the target's actual AC. NPC fighters who don't have Ability Scores assigned are assumed to have an 11 in DEX, CHA, INT, and WIS, and a STR and CON based on Size: T=8, S=10, M=13, L=16, G=19 for purposes of stat checks for Fighter Trainings.

Save: "Yes" means that the target may roll a Saving Throw to avoid the effect. "No" means that the target may not roll a saving throw. "Yes, fighter himself" means that there is a chance that the fighter will suffer some consequence from failing the attempt but may roll a Save to avoid it.

0.5 INTERPRETING JACK SKILLS

While Clerics and Magic-Users depend on spells, and Fighters rely on their weaponry and Combat Training, Jacks rely on a series of Skills that they choose as they advance in level. All Jacks begin with 5 skills of their choice at level 1 and then add one more per level up to level 10. Past 10th level they gain a skill only every second level. At first level human Jacks gain one bonus skill or a Fighter Combat Training. Jacks with a DEX 15+ gain 1 bonus skill. To use a skill, the Jack rolls the Die Number indicated on the Skill Check column of the Progression Table in the Jack Class description in Part One of this book. If he rolls a 3+, he is successful, if he rolls a 1-2, he fails. N.B. The term "Skilled Jack" in the descriptions below means "A Jack who has possess this skill and has made a skill check." If a character gets a Jack Skill from their species description (like Halflings get Hide in Forest) their Skill attempt die will always be a 1d6 (unless they are members of the Jack class, in which case they use their Jack level die). All boldface skills on the list later in the book have prerequisites.

FORMAT

Buckler Master

Use Time: None Equipment: Buckler Prerequisites: Buckler Expert

Skill Check: Yes

When using a buckler, the skilled Jack gains an additional +1 to AC. Also, if he makes a skill check (and is not using his shield hand for anything else) he can make an extra melee attack with his buckler for 1d4 damage.

Title Line: the name of the skill

Use: time: how long does it take to use this effect. "None" means it is part of an attack or move, or is a static bonus and spends no additional time. When it costs an attack or move action, it will be indicated so, if it takes BOTH it will say "1 Round". If it says "Extra Attack" it meas the training grants an additional attack attempt to the Jack Longer times like 1 turn or 1 week etc., indicates it must be done outside of combat for that long.

Equipment: what specific gear must be used with this effect. For example, Buckler Master requires the Jack to be wielding a buckler to gain any advantage.

Prerequisites: What other Skills must be taken before this one can be.

Skill Check: "Yes" means that the Jack must make his level-based skill roll in order for the skill to work. "No" indicates that the Jack need not make a roll.

Save: "Yes" means that the target may roll a Saving Throw to avoid the effect. "No" means that the target may not roll a saving throw. "Yes, Jack himself" means that there is a chance that the Jack will suffer some consequence from failing the attempt but may roll a Save to avoid it.

CHAPTER ONE: CLERIC SPELLS

1.0—Overview List

Level 1

1--Law: Detect Chaos 1--Chaos: Detect Law 1--Neutral: Detect Illusion 2-Healing: Heal Wounded--P 3-Blessing: Bless Food and Water 4-Cursing: Stun Blasphemer 5-Protection: Divine Circle 6-Will: Detect Magic--P 7-Practical: Light/Darkness 8—Combat: Encourage 9-Special: Scripture 10-Special: Sanctify Potion Level 2 1--Law: Protection from Chaos--P 1--Chaos: Protection from Law--P 1--Neutral: Speak with Animals--P 2-Healing: Neutralize Poison--P 3—Blessing: Chant 4-Cursing: Accursed Ranting 5-Protection: Sanctuary 6-Will: Augury 7-Practical: Find Traps 8-Combat: Hold Person

Level 3

1--Law: Stand the Fallen
1--Chaos: Slay the Fallen
1--Neutral: Personal Ward
2—Healing: Cure Disease--P
3—Blessing: Blessed Weapon
4—Cursing: Example
5—Protection: Remove Curse
6—Will: Locate Object--P
7—Practical: Continual Light/Eternal Darkness
8—Combat: Dispel Magic

Level 4

1--Law: Protection from Chaos 10' radius
1--Chaos: Protection from Law 10' radius
1--Neutral: Animal Friendship
2—Healing: Heal the Wounded 10' radius
3—Blessing: Heroic Anointment
4—Cursing: Damnation
5—Protection: Glyph of Warding
6—Will: Speak with Dead
7—Practical: Create Food
8—Combat: Hold Monster
9—Special: Sanctify Talisman

Level 5

1--Law: Exorcism
1--Chaos: Finger of Death
1--Neutral: Dispel Elemental
2—Healing: Raise Dead--PD
3—Blessing: Blessed Immunity
4—Cursing: Quest
5—Protection: Divine Armor
6—Will: Commune
7—Practical: Hero's Feast
8—Combat: Flame Strike

Level 6

1--Law: Summon Faithful 1--Chaos: Animate Dead 1--Neutral: Summon Animal 2-Healing: Regeneration --PD 3-Blessing: Great Feat--PD 4-Cursing: Boils 5-Protection: Word of Recall 6-Will: True Seeing 7-Practical: Part or Lower Water 8-Combat: Blade Barrier 9-Special: Sanctify Permanent Magic Item Level 7 1--Law: Holy Word 1--Chaos: Unholy Word 1--Neutral: Control Weather 2-Healing: Restoration-PD 3—Blessing: Mighty Blessing—PD 4—Cursing: Curse of Transformation—PD 5-Protection: Symbol 6-Will: Gate 7-Practical: Wind Walk 8-Combat: Earthquake 9-Special: Permanent

1.1 FIRST LEVEL CLERIC SPELLS

Bless Food and Water (CL-1) Casting Time: 1 action Type: Blessing Save: No Range: 10 Target/AOE: 12 portions of food Duration: 1 hour The blessing removes any poison or disease-causing corruption in the food and water for up to 12 people at a single meal. If the food is eaten within the hour, the blessed food will also heal 1d4 hit points of damage for those who consume it, but this benefit can only be used once per day. Cast on a potion, it will neutralize it if it were poison. Detect Chaos (CL-1) Casting Time: 1 action Type: Law Save: No Range: 0 Duration: 10 rounds Target/AOE: caster he caster gains the ability to perceive whether any person or object that he can see is an initiate of a Chaotic Т god, or is a supernatural Chaotic being or whether a magic item has a Chaotic alignment. **Detect Illusion (CL-1)** Type: Neutrality Casting Time: 1 action Save: No Range: 0 Target/AOE: caster Duration: 10 rounds The caster gains the ability to perceive whether anything in visual range is masked by an illusion. It will not reveal invisible creatures or objects. Detect Law (CL-1) Casting Time: 1 action Tvpe: Chaos Save: No Range: 0 Target/AOE: caster Duration: 10 rounds The caster gains the ability to perceive whether any person or object that he can see is an initiate of a Lawful god, or is a supernatural Lawful being or whether a magic item has Lawful alignment. Detect Magic (CL-1) Casting Time: 1 action Type: Divine Will-P Save: No Range: 0 Target/AOE: caster Duration: 10 rounds The caster gains the ability to perceive whether any person or object that he can see is under a magic spell or has magic properties. Divine Circle (CL-1) Casting Time: 1 full round (move and attack) Type: Protection Save: Yes Range: 0 Target/AOE: 10' diameter circle Duration: until circle is broken The cleric draws a circle on the ground and inscribes certain divine symbols of power around it. The circle can be used to keep something in or keep something out. In either case, undead, demons, elementals, summoned monsters, spirits or any creature from beyond the physical world, cannot cross the line of the circle without making a Saving Throw. The creature can make an attempt once every 10 minutes. If the caster is present, to cross the circle the creature must make a Saving Throw and the caster must fail a Saving Throw. If the caster is not present, the creature merely needs to make his saving throw. If for any reason, the circle is broken, smudged, erased etc., the spell fails. Creatures may not make any physical attack or hurl fire or the like over the line of the circle, but can attempt charms or other enchantments, telekinesis, illusions, or anything not involving an object crossing the barrier. The allies of the caster can make missile or spell attacks across the barrier, but if they miss or the defending creature makes a saving throw, then the circle is smudged and fails. Any spell resistance that a creature has is not effective against a Divine Circle. Encourage (CL-1) Type: Combat--P Casting Time: 1 action Range: 90' Save: No Target/AOE: 30'x30' Duration: 10 minutes This spell negates a Fear Spell and gives all creatures in the area of effect who are the same alignment as

the caster a +4 on saves vs. Fear and +2 on Morale Stat for 10 minutes. Encourage also negates paralysis called by the touch of ghouls (but not other sorts of paralysis).

This spell can be used to make a Courage potion which grants +4 on saves vs. Fear and +2 Morale stat for 1 hour. It requires 1 week and 100gp to prepare.

Heal Wounded

Casting Time: 1 action Save: None Target/AOE: 1 living creature Type: Healing--P Range: Touch Duration: immediate

This spell immediately either heals all hit points of damage so far lost by a target who currently has 1 or more hit points, or it will bring a critically injured target back to 1 hit point, ending the critical injury and stopping the 1 hit point per round blood loss. Chaotic clerics may only use this spell on those who have been initiated into the cult of their own god. Note, like most spells, this cannot be cast if caster is in melee contact with an enemy.

Light/Da	arknes	S	(CL-1)
Casting	Time:	1	action

Save: Yes

Target/AOE: 40'x40' area

Type: Practical Range: 40' Duration: 4 hours

The spell creates a 40'x40' area of light or darkness that lasts for 4 hours and is centered on an object that the caster chooses (a movable object will carry the light/dark around with it). If Light is chosen, it gives the illumination of a strong lantern, in the whole area, but not daylight. If darkness is chosen, not even the dark vision can see within its bounds, only the caster himself can see. Light and Darkness spells cancel each other out and both are extinguished if either overlaps with the other. Either spell can be used offensively by casting into the eyes of a target, who gets a saving throw to avoid the effects. The resulting blindness lasts 4 hours or until dispelled by the opposite spell or a dispel magic.

Sanctify Potions (CL-1)

Casting Time: 1 week per spell level	Type: Special
Save: No	Range: Touch
Target/AOE: 1 potion	Duration: Permanent

The caster can imbue certain clerical spells he knows into a liquid that can be drunk and utilized by anyone. There is a selection of first to fourth level spells that have the notation "P" after the Type entry which are the ones that can be made into potions. He must spend 100gp per spell level and 1 week per spell level to create the potion and must be in a shrine or temple to his god. Regardless of the target or area of effect of the original spell, the potion will only function on the drinker of the potion, being treated as the "caster" or the "target" as appropriate. This spell is also used to create Holy or Unholy Water, which takes only 1 day, and each dose of which requires a 20gp crystal vial to be kept.

Scripture (CL-1)

Casting Time: 1 week per spell level Save: No

Target/AOE: 1 scroll or book

Type: Special Range: Touch **Duration:** Permanent

The caster can copy texts of his faith for religious use, but also can scribe clerical scrolls as spell-storage devices. He can make a scroll of any spell he can cast, but it takes 1 week per spell level in time and 200gp per spell level in materials.

Stun Blasphemer (CL-1)

Casting Time: 1 action Save: Yes Target/AOE: 1 Target

Type: Curse Range: 50 Duration: 1d4 rounds

One target of a different alignment than the cleric must save or be stunned for 1d4 rounds. While stunned, the victim may only make move actions, and even then only move ½ its normal allowance.

1.2—SECOND LEVEL CLERIC SPELLS

Accursed Ranting (CL-2)

Casting Time: 1 action Save: None Target/AOE: All enemies within 90' Type: Cursing Range: 0 Duration: As long as cleric curses

The cleric chants a litany of foul curses against the foes of his gods filling them with divine dread. Any enemy of a different alignment to the cleric suffers -1 to hit, -1 damage, -2 Morale and -1 to saving throws until the cleric decides to stop cursing or suffers damage and is forced to.

Augury (CL-2) Casting Time: 1 action Type: Divine Will Save: None Range: 0 Target/AOE: caster Duration: 1 round This spell reveals through consulting runes, lots, chicken entrails, watching flights of birds or other such means, the will of the gods. The caster can ask whether a particular action will likely turn out well or poorly for the caster and his friends within the next hour and the gods will give their opinion. Chant (CL-2) Casting Time: 1 action Type: Blessing Save: None Range: 0 Duration: As long as cleric chants Target/AOE: All allies within 90' The cleric chants the holy, sacred or unholy words of his god filling his comrades with divine inspiration. Any ally of the same alignment as the cleric gains +1 to hit, +1 damage, +2 Morale and +1 to saving throws as long as the cleric maintains the chant. The chant is stopped if the chanter takes damage or decides to stop. Find Traps (CL-2) Casting Time: 1 action Type: Practical Save: No Range: 0 Target/AOE: 60'x60' Duration: 3 turns The caster will perceive the location and general effect of any magical or mechanical trap that comes within a 60'x60' area with his current location as the center point. Hold Person (CL-2) Casting Time: 1 action Type: Combat Save: Yes Range: 120' Target/AOE: up to 4 persons in a 20'x20' area Duration: 10 combat rounds Up to 4 chosen persons in a 20'x20' area within 120' and in the view of the caster are designated by the caster. Each must make a saving throw or become held as if in the grip of a large pair of hands. Held people cannot move, cast spells, or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive motion to maintain their regular Armor Class in defense and to speak. The spell can also be cast to free up to 4 people in a 20'x20' area from another's Hold Person spell. Neutralize Poison (CL-2) Casting Time: 1 action Type: Healing-P Save: None Range: Touch Target/AOE: 1 living creature or object Duration: immediate This spell immediately stops any poison effect in the targeted creature, and even reverses poison damage or apparent death of a poisoned creature if applied within 1 hour of the poisoning. It will negate paralytic poisons too, but not the paralysis of ghouls. It will also cause a poisoned object to lose its venomous danger. This spell can be made into a potion of Neutralize Poison for 2 weeks' work and 200gp. Protection from Chaos (CL-2) Casting Time: 1 action Type: Law-P Save: No Range: Touch Duration: 1 hour Target/AOE: 1 person The spell gives the target +2 to his Armor Class and +2 to Saving Throws against attacks that come from creatures with the Chaos alignment. Furthermore, an enchanted/summoned creature of the designated alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, a demon couldn't hit the protected person with its claws, but could throw fire at him or hit him with an axe. This spell can be made into a potion of Protection from Chaos for 2 weeks' work and 200gp. Protection from Law (CL-2)

Casting Time: 1 action	Type: Chaos-P
Save: No	Range: Touch
Target/AOE: 1 person	Duration: 1 hour

The spell gives the target +2 to his Armor Class and +2 to Saving Throws against attacks that come from creatures with the Lawful alignment. Furthermore, an enchanted/summoned creature of the Lawful alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, an angel couldn't hit the protected person with its hands, but could project holy light at him or hit him with flaming sword. This spell can be made into a potion of Protection from Law for 2 weeks' work and 200gp.

Sanctuary (CL-2) Casting Time: 1 action Type: Protection Save: Yes Range: 0 Target/AOE: caster Duration: 10 combat rounds The caster is protected by a field of divine energy that compels anyone attempting to attack him to make a Saving Throw or change their mind and take some other action each time an attack is attempted. Speak with Animals (CL-2) Casting Time: 1 action Type: Neutrality—P Save: No Range: 0 Target/AOE: Animals within earshot Duration: 1 hour The caster gains the ability to speak and understand normal animals, and even giant versions of normal animals (i.e., yes to bears, yes to giant bears, yes to owls, yes to giant owls, no to owlbears) for the duration of the

spell. Add +3 to reaction rolls from animals that are spoken to. This spell can be made into a potion of Speak with

1.3—THIRD LEVEL CLERIC SPELLS

Animals for 2 weeks' work and 200gp

Blessed Weapon (CL-3)

Casting Time: 1 action Type: Blessing Save: None Range: touch Duration: 10 Combat Rounds Target/AOE: 1 or more weapons

The cleric recites a sacred prayer to his god and touches his holy symbol to a weapon. The weapon becomes a +1 magic weapon for the duration of the spell, and will inflict double damage dice vs. any enemy not of the cleric's alignment. Each level the caster is above 6th allows him to bless another weapon with the spell (to a max of 6).

Practical

Continual Light/Eternal Darkness (CL-3)

Casting Time: 1 action Type: Save: Yes Range: 60' Target/AOE: 1 object Duration: Permanent

The spell creates a permanent light source that shines in a 30' radius or an equally large globe of total darkness. It can be removed at the caster's will or when hit with a dispel magic. The spell is cast onto an object and stays attached to that object as it moves about. The spell in either form can be cast offensively into the eyes of a target, who gets a saving throw, if he fails, he is blinded until the spell is removed. Continual Light and Eternal Darkness cancel one another out. Only the caster himself or someone with See in Darkness spell or potion can see at all in the Eternal Darkness area (not simple Dark Vision).

Cure Disease (CL-3)

Casting Time: 1 action Type: Healing-P Save: None Range: Touch Target/AOE: 1 living creature Duration: immediate

This spell immediately stops any disease effect in the targeted creature, and even reverses disease damage or apparent death of a diseased creature if applied within 1 hour of the infection. This spell can be made into a potion of Cure Disease for 3 weeks' work and 300gp.

Dispel Magic (CL-3)

Casting Time: 1 action	Type:	Combat
Save: Special	Range:	120'
Target/AOE: 20'x20' area	Duratior	n: Immediate
The spell dissipates any magical effect in for	ce within	the area of effe

fect. For example, person who has been charmed by a spell would be freed from the charm, a mage protected by Air Shield would see that shield removed. a slowed or hasted person would return to normal speed. The spell has no effect on permanent magic items, like a magic sword. The spell always works on magic cast by someone of lower level than the one casting the dispel magic. If the original caster of the spell to be dispelled is from an equal or up to twice the level of the caster, roll 1d6 and the dispel fails on a 1-2. If the original caster of the spell to be dispelled is more than twice the caster's level, roll 1d6 and the dispel fails on a 1-4.

Example (CL-3) Casting Time: 1 action Type: Cursing Save: Yes Range: 30' x caster level Duration: 1d6 days Target/AOE: 1 target One mortal target must make a save or become transformed into a mockery of some sort, e.g. a donkeyfaced boy, or a giant cockroach or a dancing toad-person. The victim will have a 10% chance of failing any action he tries while cursed (attacking, moving, casting a spell, ordering beer), but can still speak (if strangely) and be recognized. Strangers will laugh or scream at seeing the victim. A Remove Curse will remove the effects, but it will also wear off in 1d6 days. Locate Object (CL-3) Casting Time: 1 action Type: Divine Will-P Save: No Range: 30' x caster level Duration: 30 minutes Target/AOE: 1 object The spell reveals to the caster the location of a specific object or one example of a specific type that is within the range of the spell. This can be made into a Locate Object Potion for 3 week's work and 300gp. Personal Ward (CL-3) Casting Time: 1 action Type: Neutrality Save: No Range: 0 Target/AOE: caster Duration: 30 minutes The caster gains a +2 to saving throws, +1 to Armor Class and 6 temporary hit points for the duration of the spell. Remove Curse (CL-3) Casting Time: 1 action Type: Protection Save: No Range: 30' Target/AOE: 1 target or 30' radius Duration: Immediate The caster removes some curses, such as lycanthropy, instantly, for other curses, it might just reveal the conditions that the curse can be lifted. Casting it in combat will act like a Dispel Magic against any Cleric Cursing Type of spells in effect within 30' of the caster. Slay the Fallen (CL-3) Casting Time: 1 action Type: Chaos Save: Yes Range: 0 Target/AOE: 30'x30' area Duration: Immediate In a 30'x30' area centered on the caster, all creatures that are wounded to 1 hit point or less, or who are in a state of magical sleep or paralysis (but not Hold person or stun) are instantly killed if they fail a saving throw. Stand the Fallen (CL-3) Casting Time: 1 action Type: Law Save: No Range: 0 Target/AOE: 30'x30' area Duration: Immediate In a 30'x30' area centered on the caster, all creatures that are wounded to 1 hit point or less, or who are in a state of magical sleep or paralysis (but not hold or stun) are healed to the point where they have 5 hit points, are no longer critically injured and are released from the sleep or paralysis.

1.4—FOURTH LEVEL CLERIC SPELLS

The gods provide enough food and water to feed 100 people for 1 day.

Animal Friendship (CL-4) Casting Time: 1 action Type: Neutrality Save: None Range: 90' Target/AOE: 1 HD of animal/level Duration: Permanent 1 HD of animal per level of the caster will become the caster's friend and will do is best to help him and his cause. A cleric can have only 1 animal friend at a time, and he must dismiss one before befriending another. Create Food (CL-4) Casting Time: 1 action Type: Practical Save: None Range: 10' Target/AOE: Food for 100 Duration: Immediate

Damnation (CL-4)

Casting Time: 1 action Save: Yes Target/AOE: 1 target

Type: Cursing Range: 90' Duration: 1d4 Rounds

The cleric utters a powerful damning curse against a single foe of a different alignment than himself. If the target fails his save, demonic or skeletal arms will reach up from the ground and begin to drag him down. Unless a Remove Curse is cast or the caster is killed within 1d4 rounds, the victim will be dragged down screaming to hell.

Glyph of Warding (CL-4)
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Casting Time: 1 action Save: Yes (half)

Target/AOE: 25 square feet per caster level

Type: Protection Range: 10' Duration: Permanent until triggered

The caster traces a series of divine glyphs to protect a desired area. Any creature that crosses or touches the glyphs and is of a different alignment that the caster, or doesn't have the password, will suffer 2 points of damage per level of the caster. The caster chooses the damage type ahead of time (fire, cold, electricity, acid etc.). A jack can detect the glyphs, but cannot deactivate them.

Heal the Wounded 10' radius (CL-4)

Casting Time: 1 action

Save: None

Target/AOE: 10' radius of caster

Range: 0 Duration: immediate This spell immediately heals all hit points of damage so far lost by all allies within 10' of the caster. Critically

Type: Healing

Injured allies are no longer critically injured, but they are restored only to 1 hit point. Chaotic clerics may only use this spell on those who have been initiated into the cult of their own god. Heroic Anointment (CL-4)

Casting Time: 1 action	Type: Blessing
Save: None	Range: 15'
Target/AOE: Up to 6 mortals	Duration: 10 Combat Rounds
Line to Concentral finant law of the prostore when any	of the constant of a linear and an it has a f

Up to 6 mortal first level characters who are of the caster's alignment and within 15' are filled with the power of the gods and will act in all ways as a 4th level fighter for the duration of the spell. The targets will have 20 hit points, attack as a level 4 fighter (+4 attack), get +1 to damage rolls, and be able to use fighter rampage. At the end of the spell duration, any of the targets who engaged in actual dangerous combat has a 1% chance of retaining his 4th level fighter status.

Hold Monster (CL-4)

Casting Time: 1 action Save: Yes Target/AOE: up to 4 creatures in a 20'x20' area

Realm: Enchantment Range: 120'

Duration: 10 combat rounds

Up to 4 chosen monsters (excluding Undead and Constructs) in a 20'x20' area within 120' and in the view of the caster are designated by the caster. Each must make a saving throw or become held. Held monsters cannot move, cast spells or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive motion to maintain their regular Armor Class in defense, or to speak. This spell can also be used to free up to 4 creatures from any Hold spell.

Protection from Chaos 10' radius (CL-4)	
Casting Time: 1 action	Type: Law
Save: No	Range: 0
Target/AOE: 10' radius of caster	Duration: 1 hour
The spell gives any ally of the cast	er who stays within 10' of him +4 to his Armor Cla

lass and +4 to Saving Throws against attacks that come from creatures with the Chaos alignment. Furthermore, an enchanted/summoned creature of the designated alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, a demon couldn't hit the protected person with its claws but could throw fire at him or hit him with an axe.

Protection from Law 10' radius (CL-4)

Casting Time: 1 action Save: No

Target/AOE: 10' radius of caster

Type: Chaos Range: 0 Duration: 1 hour

The spell gives any ally of the caster who stays within 10' of him +4 to his Armor Class and +4 to Saving Throws against attacks that come from creatures with the Lawful alignment. Furthermore, an enchanted/summoned creature of the Lawful alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, an angel couldn't hit the protected person with its hands but could project holy light at him or hit him with flaming sword.

Sanctify Talisman (CL-4)

Casting Time: 1 month per spell level, plus charges Type: Special Save: No Range: Touch Target/AOE: 1 talisman **Duration:** Permanent

Spending 1 month and 1000gp per level of the spell (maximum of 5th level spells), the cleric can sanctify a talisman in the form of his god's divine symbol that contains multiple charges of that spell. When the initial preparation is complete, there is, however a chance the creation will fail. The caster must roll his WIS ability score, minus the level of the spell, or less on a 20 to succeed, or his time and money are wasted. Once the initial preparation has succeeded, he has a window to add charges to the talisman. He can add charges for a number of days equal to his WIS score. Each day he can add a number of charges equal to the number of times he can prepare the level of spell contained in the talisman. At the end of the charging window the talisman is completed and no more charges can be added. When all the charges in a talisman are used up, the talisman becomes an ordinary divine symbol, but can be re-sanctified by the same process, at a 10% discount in time and money.

For example, if Bishop Walter a 9th level cleric with WIS of 16, wants to create a Talisman of Cure Wounded (level 1), he spends 1 month and 1000gp to prepare the talisman. Then, he must roll 16 (WIS) minus 1 (1st level spell) =15 or less on 1d20 to have successfully sanctified the talisman. Assuming he succeeds, the then can add 4 charges per day (number of first level spells he can prepare per day) for 16 days (WIS), at the end of which time he has a talisman with 64 charges.

Speak with Dead (CL-4)

Casting Time: 1 action Save: None Target/AOE: 1 corpse

Type: Divine Will Range: Touch Duration: 3 questions within 1 hour

The caster can ask 3 questions of the summoned spirit of a corpse. The spirit will answer as best and as truthfully as it can but might not know the answers. A level 6-9 cleric can question a corpse dead up to 7 days. A level 10-13 cleric can question a corpse dead up to 7 weeks. A level 14-16 cleric can question a corpse dead up to 7 months, a level 17-19 cleric can question a corpse dead up to 7 years, and a level 20 cleric can question a corpse dead for any length of time.

1.5—FIFTH LEVEL CLERIC SPELLS

Blessed Immunity (CL-5)

Casting Time: 1 action Type: Blessing Save: None Range: touch Target/AOE: 1 Target Duration: 1 day One chosen target becomes immune to one specific attack form. It can be 1 of the Clerical Spell Types, or 1 of the Magic-User Spell Realms, or Energy Drain, Poison or Petrification, or even non-magical weapons. Almost anything can be chosen subject to Judge final approval. Whatever the immunity, the target may also not use the attack form during that period. Commune (CL-5)

Type: Divine Will Casting Time: 1 action Save: None Range:0 Target/AOE: caster Duration: 3 questions The caster may ask 3 questions of the gods, who will answer truthfully. It can be cast once per week at most. During 1 Holy Week a year, the number of questions may be increased to 6. This spell is also how clerics can

identify the functions and powers of magic items (each item is 1 question).

Exorcism (CL-5)	
Casting Time: 1 action	Type: Law
Save: Yes (-4)	Range: 90'
Target/AOE: 1 Demon	Duration: Immediate
Any demon or demonic being or Neutral Spi	rit (see Book 6, Extra Wordly Beings) targeted must make a
Save at -4 (Spell Resistance does not apply) or be ca	ast back into the Abyss for at least 1 year and a day.
Dispel Elementals (CL-5)	
Casting Time: 1 action	Type: Neutrality
Save: None	Range: 90'
Target/AOE: 30'x30' area	Duration: 2 turns

	nature, such as Xorn and Water Weirds are instantly returned to	
their elements when they are in the area of effect of t	his spell.	
Divine Armor (CL-5)		
Casting Time: 1 action	Type: Protection	
Save: None	Range: 90'	
Target/AOE: 1 suit of armor	Duration: 6 turns	
	er. If a combatant with the same alignment as the caster wears	
	duced by 1 point for the duration of the spell and he may re-roll	
each failed save (1 time each) for the duration.		
Flame Strike (CL-5)		
Casting Time: 1 action	Type: Combat	
Save: Yes (half)	Range: 30'	
Target/AOE: 10'x10' area	Duration: 1 round per level	
	ens or up from hell and stands in a 10x10' area for 1 round per	
	nts of damage each round, but may make a save for half	
	en buildings suffer 1d6 Siege Points per round from the strike	
Finger of Death (CL-5)		
Casting Time: 1 action	Type: Chaos	
Save: Yes	Range: 120'	
Target/AOE: 1 living creature	Duration: Immediate	
One targeted living creature must make a sa	aving throw or be instantly killed. Lawful clerics suffer a -2 on	
their saving throw.		
Hero's Feast (CL-5)		
Casting Time: 1 hour	Type: Practical	
Save: No	Range: 20'	
Target/AOE: 24 allies	Duration: Permanent	
	allies of the caster. The caster hosts the meal which takes an	
	quirement and the next day too, it heals each person 10 hit	
points of damage and cures any disease they are aff	licted with.	
Quest (CL-5)		
Casting Time: 1 action	Type: Cursing	
Save: Yes	Range: 100'	
Target/AOE: 1 creature	Duration: Permanent	
The spell compels the target to complete a stated task or refrain from taking a stated action. Each day he		
does not make progress toward the goal he falls under the effects equal to a Damnation spell. If someone attempts		
	curse, the original caster may make a saving throw to prevent it.	
Raise Dead (CL-5) [Power Drain]		
Casting Time: 10 minutes	Type: Healing	
Save: No	Range: Touch	
Target/AOE: 1 creature	Duration: Immediate	
	he caster must touch the remains of the creature to be raised	
and the creature may not have been dead for more than 1 day per level of the caster. Mortals raised from the dead		

and the creature may not have been dead for more than 1 day per level of the caster. Mortals raised from the dead lose 1 point of CON and are weak and helpless for a period of time equal to the length of time the caster suffers power drain. Chaotic clerics may only use this spell on initiates of their own god.

1.6—SIXTH LEVEL CLERIC SPELLS

Animate Dead (CL-6)		
Casting Time: 1 action		
Save: No		
Target/AOE: 1 corpse per exp. level		

The caster causes 1 corpse per his experience level that is within 60' of the casting to become animated as a Skeleton or Zombie (see Book 6, Undead. If there If the corpse is just bones, it's a skeleton, if it has intact flesh, it's a zombie. If there are corpses of Size S creatures, the caster can make twice as many Small Skeletons or Zombies instead. If there is just a pile of assorted bones, he can make twice his level in Flying Skulls or Crawling Arms instead. The animated corpse is completely under the caster's control and will carry out any commands given. If the master is absent, the undead will attack any living creature in sight (unless the master had left them with specific

Type: Chaos Range: 60'

Duration: Immediate

instructions like "don't kill anyone who speaks the password "Krangor", or don't kill any goblins). The control is		
permanent until the monsters are destroyed, although the control can be interfered with by clerical turning/control.		
Dispel magic has no effect on these creatures once	created.	
Blade Barrier (CL-6)		
Casting Time: 1 action	Type: Combat	
Save: No	Range: 60'	
Target/AOE: 30'x30' square	Duration 12 turns	
A whirling cascade of magic blades flash a	round the edges of the square. Anyone who attempts to cross	
the barrier takes 1d6 points of damage per level of t	he caster. The caster, and the caster alone, can pass through	
the barrier unharmed.		
Boils (CL-6)		
Casting Time: 1 action	Type: Cursing	
Save: Yes, Special	Range: 240'	
Target/AOE: All enemies in range	Duration Permanent	
•	ak out in painful, ugly boils. Those with 6-HD or levels or less get	
	one. The boils cause anyone dealing with the victims to Save or	
	olls due to the pain. A remove curse will cure the boils.	
Great Feat (CL-6) [Power Drain]		
Casting Time: 1 action	Type: Blessing	
Save: No	Range: 240'	
Target/AOE: 1 Target	Duration 10 combat rounds	
The target is granted the power to complet	e a single seemingly impossible action, such as tearing an iron	
anvil in half with his hands, walking over a pool of m	agma without harm, leaping over a 6 story building, knocking a	
	reciting the Ancient Epic from memory flawlessly. Judge has final	
say, but it does involve a Power Drain for the cleric.		
Part or Lower Water (CL-6)		
Casting Time: 1 action	Type: Practical	
Save: No	Range: 240'	
Target/AOE: Special	Duration 3 hours	
The spell either creates a dry path through	a body of water, 10' wide as far as the eye can see, which lasts	
for 3 hours, or it lowers the total depth of any body of	of water, short of a Great Lake, Sea or Ocean, by half for the	
same duration.		
Regeneration (CL-6) [Power Drain]		
Casting Time: 1 action	Type: Healing	
Save: No	Range: Touch	
Target/AOE: 1 creature	Duration Immediate	
The spell instantly regrows any lost body p	art (for example a limb crushed by a Grip of Power spell). It can,	
instead, restore 1 point of lost STR, DEX or CON at	pility score. It could, alternatively, cure blindness or deafness.	
Sanctify Permanent Magic Items (CL-6)		
Casting Time: Special	Type: Special	
Save: No	Range: 0	
Target/AOE: 1 item	Duration: Permanent	
The caster is able to create permanent ma	gic items appropriate to their alignment, god and class. See the	
"Magic Item Creation" chapter in Book 4 for more de	etails.	
Summon the Faithful (CL-6)		
Casting Time: 1 action	Type: Law	
Save: No	Range: 60'	
Target/AOE: 24 summoned warriors	Duration: 12 turns	
The spell immediately delivers a band of 2	4 Soldiers of the Heavenly Host (3-HD Lawful spirit warriors, see	
Book 6). They will faithfully follow the orders of the	summoner.	

Summon Animals (CL-6)

Casting Time : 1 turn Save: No Target/AOE: 75 HD of animals

Target/AOE. 7511D of animals

Type: Neutrality Range: 5 miles Duration: 1 day

The spell calls up to 75-HD of normal animals from the land 5 miles around the caster. The animals travel to the caster, arriving in about an hour. The animals will do their best to help the caster and will stay for an entire day. If the spell is re-cast before they have departed, the hour travel time can be eliminated.

True Seeing (CL-6) Casting Time: 1 action

Save: No

Target/AOE: Caster

Type: Divine Will Range: 60' Duration 1 hour

The spell gives the caster the ability to see all invisible objects or creatures, phantoms and ethereal beings, all hidden doors and traps, and see the true nature of all things masked by illusions or common disguises for as long as the spell lasts.

Word of Recall (CL-6)

Casting Time: 1 action Save: No Target/AOE: Caster

Type: Protection Range: Unlimited Duration Immediate

The caster is immediately returned to his home temple or personal stronghold. If there is no such place, he is transported to the nearest active temple of his god.

1.7—SEVENTH LEVEL CLERIC SPELLS

Control Weather (CL-7)

Casting Time: 1 action Save: No Target/AOE: 10 miles x 10 miles

Range: 0 Duration: Immediate

Neutrality

The spell transforms local weather conditions instantly to whatever he desires, change a tornado to a nice day, a hailstorm to a thick fog etc. The caster has no control of the conditions once they are transformed.

Type:

Curse of Transformation (CL-7) [Power Drain]

Casting Time: 1 action	Type: Cursing
Save: No	Range: 240'
Target/AOE: 1 person or object	Duration permanent
A	e 1.

1 person targeted is immediately transformed into either a twisted, maimed, unrecognizable version of himself or into a lowly vermin (bug, rat, etc) at the caster's choice. The victim cannot speak or write or draw and causes anyone looking at him to Save or turn away in revulsion. Cast on an object, it will cause the object appear to be broken, ugly and useless, radiating fear and revulsion (Save or move away from its presence). Anyone not of the caster's alignment will take 3d6 points of damage if he touches the object. A dispel magic will not lift the curse. A remove curse will only reveal the means of lifting the curse. A limited wish will only lift the curse if cast within 24 hours of casting the curse. A wish spell will lift the curse. Each curse will have a way of lifting it, set by the caster, that should be very difficult but not impossible.

Earthquake (CL-7)

Casting Time: 1 action Type: Combat Save: No Range: caster level x100' Target/AOE: 60'x60' area Duration 10 combat rounds In the area of effect, the shock of the quake collapses all buildings and opens cracks in the earth. Each creature in the area will fall into a crack to its death on a "1" rolled on 1d6 any round it is still in the area of effect. Gate (CL-7) Casting Time: 1 action Type: Divine Will Save: No Range: 0

Target/AOE: 1 extra-dimensional being

The caster names a particular powerful extra-dimensional being, e.g. Zeus, or a type of lesser such beings (e.g. a Deceiver Demon) and casts the spell. This brings the named being directly to the caster's presence. The caster has no control over the being and it will react in anyway it might seem best. Roll 1d20: 1=being departs immediately, 2-19: being will listen to caster and decide what to do, 20=some other completely different being appears.

Duration: As long as being wants it

Holy Word (CL-7) Casting Time: 1 action Type: Law Save: No Range: 0 Target/AOE: 80x80' around caster Duration: Immediate In a 80'x80' area, with the caster at its center, all Chaotic aligned creatures are affected as the chart below indicates, without saving throw. All non-lawful summoned creatures are immediately returned to whence they came. 0 to 5 HD: instantly killed 6-8 HD: stunned for 2d6 Turns (see Power Word Stun) 9-11 HD: deafened for 1d6 turns 12+ HD: no effect Mighty Blessing (CL-7) [Power Drain] Casting Time: 1 action-Type: Blessing Save: No Range: Touch Duration 6 turns (1 hour) Target/AOE: 1 person The cleric calls on the god directly to bless the target touched, a phalanx of invisible Angels, Demons or Spirits will defend the target for 1 hour, raising his AC to 22, and allowing him to make all Saves, and to take one half damage from all attacks that do affect him. They will also catch him if he falls, buoy him if he sinks and provide breathable air if needed. The blessed target also gains +4 on all attacks and damage rolls he makes. Permanent (CL-7) Casting Time: 1 hour Type: Special Save: See below Range: 120' Target/AOE: 1 spell Duration: Permanent This hour-long ritual will make whatever spell that the caster next casts have a permanent duration. For example, a Hold Person would keep the victim held forever, unless dispelled, or a Blade Barrier would stay in place forever. The duration of the spell made permanent cannot be "Immediate." This spell is not necessary to make permanent magic items. A scroll, however, can be made "permanent" allowing it to be used 1 time each day. Putting a Permanent spell on a Gate spell opens a permanent portal to some extra-worldly place allowing beings to pass through it at will. Casting permanent spell has a price, first it requires 1000gp worth of powdered diamonds which are expended by the spell, second, the caster must make a saving throw or he will lose 1 point from a random ability score (permanently). Restoration (CL-7) [Power Drain] Casting Time: 1 action-Type: Healing Save: No Range: Touch Target/AOE: 1 creature Duration: Immediate The spell restores 1 experience level lost to Energy Drain from an undead creature or any other source. Or, it can cure a magically induced insanity. Or, it can restore 1 point of lost INT, WIS, or CHA ability score.

Symbol (CL-7) Casting Time: 1 action Save: Yes Target/AOE: 100x100' area

Type: Protection Range: Touch Duration: Until triggered

The caster traces a divine symbol of power on an area. The symbol will activate if anyone reads, touches or crosses it The spell effect will be a 100'x100' area centered on the mark, but the spell only affects those of a different alignment or otherwise hostile to the caster. Only a caster of higher level than the original can dispel it. There are several symbols to choose from:

Fear: all affected creatures will flee in terror for 1-4 turns Pain: all affected creatures will suffer -4 on all rolls for 1-4 turns Stun: up to 150 HD of creatures are stunned as Power Word Stun Insanity: up to 100 HD of creatures are driven completely mad (permanent) Death: up to 75 HD of creatures are killed. Unholy Word (CL-7)
Casting Time: 1 action Type: Chaos
Save: No Range: 0
Target/AOE: 80x80' around caster Duration: Immediate
In a 80'x80' area, with the caster at its center, all Lawful aligned creatures are affected as the chart below
indicates, without saving throw. All non-chaotic summoned creatures are immediately returned to whence they came.
0 to 5 HD: instantly killed
6-8 HD: stunned for 2d6 Turns (see Power Word Stun)
9-11 HD: deafened for 1d6 turns
12+ HD: no effect

Wind Walk (CL-7)

Casting Time: 1 action Save: No Target/AOE: caster and 1 person Type: Practical Range: Touch Duration 24 hours

The caster and one other touched creature are transformed into a vapor-like substance and can travel at immense speeds (480' per round) for as long as the caster desires, up to a maximum of 24 hours. At any point, the caster can return himself and his comrade (if he brought one) to normal, ending the spell.

CHAPTER TWO: MAGIC-USER SPELLS

2.0: MAGIC-USER SPELL LIST: THE WIZARD'S CANON

Level 1

Magic Art: Read Magic; Circle of Protection Grip Spell: Shocking Grip 1-Structure: Hold Portal 2-Protection: Protection from Chaos/Law—P 3-Perception: Detect Magic—P 4-Knowledge: Read Languages 5-Earth: Stone Missile 6-Air: Air Shield 7-Fire: Flames 8-Water: Concealing Fog 9-Enchantment: Sleep 10-Summoning: Invisible Chuggins 11-Illusion: Disguise—P 12-Necromancy: Fear

Level 3

Magical Art: Dispel Magic, Prepare Spell Book Grip Spell: Grip of Pain 1-Structure: Wizard Lock 2-Protection: Protection from Law/Chaos 10' 3-Perception: See in Darkness—P 4-Knowledge: Scry 5-Earth: Earth Shift 6-Air: Lightning Bolt 7-Fire: Fireball 8-Water: Water Breathing—P 9-Enchantment: Hold Person 10-Summoning: Summon Monster I 11-Illusion: Invisibility 10' 12-Necromancy: Slow/Haste—P

Level 5

Magical Art: Create Permanent Magic Items Grip Spell: Grip of Power 1-Structure: Pass-Wall 2-Protection: Spell Shield 3-Perception: Reveal Lies 4-Knowledge: Contact Higher Plane 5-Earth: Rock to Mud/Mud to Rock 6-Air: Cloud Kill 7-Fire: Fire Shield 8-Water: Ice Storm 9-Enchantment: Hold Monster 10-Summoning: Conjure Elemental 11-Illusion: Phantom Killer 12-Necromancy: Animate Dead

Level 2

Magical Art: Mind Reading—P, Brew Potions Grip Spell: Grip of Fear 1-Structure: Knock 2-Protection: Protection from Normal Missiles-- P 3-Perception: Detect Invisible—P 4-Knowledge: Locate Object—P 5-Earth: Dirt Pile 6-Air: Levitate—P 7-Fire: Continual Light 8-Water: Ice Bolt 9-Enchantment: Charm Person 10-Summoning: Summon Spirits 11-Illusion: Invisibility—P 12-Necromancy: Paralysis

Level 4

Magical Art: Remove Curse, Create Wands Grip Spell: Grip of Submission 1-Structure: Dimension Door 2-Protection: Polymorph Self—P 3-Perception: Wizard Eye 4-Knowledge: Confusion 5-Earth: Boulders 6-Air: Fly—P 7-Fire: Wall of Fire 8-Water: Wall of Fire 8-Water: Wall of Ice 9-Enchantment: Hypnotic Pattern 10-Summoning: Summon Monster II 11-Illusion: Hallucinatory Terrain 12-Necromancy: Polymorph Other

Level 6

Magical Art: Reincarnation—PD Grip Spell: Grip of Death 1-Structure: Stone to Flesh/Flesh to Stone 2-Protection: Anti-magic Shell 3-Perception: True Seeing 4-Knowledge: Legend Lore 5-Earth: Move Earth 6-Air: Control Weather 7-Fire: Disintegrate 8-Water: Part/Lower Water 9-Enchantment: Geas 10-Summoning: Invisible Stalker 11-Illusion: Projected Image 12-Necromancy: Death Spell

Level 7

Magical Art: Power Word Stun Grip Spell: Grip of Transformation 1-Structure: Phase Door 2-Protection: Banishment 3-Perception: Grand Locator 4-Knowledge: Limited Wish--PD 5-Earth: Avalanche 6-Air: Whirlwind 7-Fire: Delayed Blast Fireball 8-Water: Inundation 9-Enchantment: Mass Charm 10-Summoning: Summon Demon 11-Illusion: Mass Invisibility 12-Necromancy: Control Undead

Level 9

Magical Art: Power Word Kill, Symbol Grip Spell: Grip of Destruction 1-Structure: Imprisonment 2-Protection: Immunity 3-Perception: Astral Projection 4-Knowledge: Wish--PD 5-Earth: Crushing Boulders 6-Air: Vacuum 7-Fire: Meteor Swarm 8-Water: Refreshment 9-Enchantment: Domination 10-Summoning: Gate 11-Illusion: Glamorous Surroundings 12-Necromancy: Army of the Dead

Level 8

Magical Art: Power Word Blind, Permanent Grip Spell: Grip of Domination 1-Structure: Deep Shelter 2-Protection: Spell Immunity 3-Perception: Vision 4-Knowledge: Scry Shield 5-Earth: Earth Trap 6-Air: Hurricane 7-Fire: Incendiary Cloud 8-Water: Ice Fortress 9-Enchantment: Mass Hold 10-Summoning: Greater Monster Summoning 11-Illusion: Phantom Prison 12-Necromancy: Undeath

2.1—FIRST LEVEL MAGIC-USER SPELLS

Air Shield (MU-1)	
Casting Time: 1 action	Realm: Air
Save: None	Range: 0
Target/AOE: Caster	Duration: 10 combat rounds
•	ir that surrounds the caster. While he cannot launch missile
	ded, he can still cast spells and do other actions. The air shield
gives with caster AC 18 against missiles shot against	
Circle of Protection (MU-1)	
Casting Time: 1 full round (move and attack)	Realm: Magic Art
Save: Yes	Range: 0
Target/AOE: 10' diameter circle	Duration: until circle is broken
The magic-user draws a circle on the ground	and inscribes certain arcane symbols around it. The circle
can be used to keep something in or keep something	out. In either case, undead, demons, elementals, summoned
monsters, spirits or any creature from beyond the phy	sical world, cannot cross the line of the circle without making a
Saving Throw. The creature can make an attempt or	nce every 10 minutes. If the caster is present, to cross the
circle, the creature must make a Saving Throw and th	e caster must fail a Saving Throw. If the caster is not present,
the creature merely needs to make his saving throw.	If for any reason, the circle is broken, smudged, erased etc.,
the spell fails. Creatures may not make any physical	attack or hurl fire or the like over the line of the circle, but can
attempt charms or other enchantments, telekinesis, ill	usions, or anything not involving an object crossing the barrier.
The allies of the caster can make missile or spell attac	cks across the barrier, but if they miss or the defending creature
makes a saving throw, then the circle is smudged and	fails. Any spell resistance that a creature has is not effective
against a Circle of Protection.	
Concealing Fog (MU-1)	
Casting Time: 1 Action	Realm: Water
Save: No	Range: 0
Target/AOE: 30'x30'	Duration: 10 rounds
	ary to create a thick fog centered on himself. The fog makes it
	yond 5' in it. This makes missile attacks and ranged spells
	or by anyone who is in the fog (including the caster). The fog
does not move, so if the caster departs from it, it stays	s in place.
Detect Magic (MU-1)	
Casting Time: 1 action	Realm: Perception-P
Save: No	Range: 0
Target/AOE: caster	Duration: 10 rounds
	her any person or object that he can see is under a magic spell
or has magic properties.	
Disguise (MU-1)	Destary illusion D
Casting Time: 1 action	Realm: illusion-P
Save: Yes	Range: touch
Target/AOE: 1 person or 10'x10'	Duration: 1 hour
	n the person mode, the caster or 1 person he touches takes on
	eature of approximately the same size. The caster must have
-	akes a close examination of the disguised person, the examiner
	bw. In the area mode, the caster can disguise a 10'x10'x10'
	a pile of logs, a pit look like a comfy sofa, etc. The potion made
by this spell is always the person mode.	
Fear (MU-1) Casting Time: 1 action	Realm: Necromancy
Save: Yes	Realm: Necromancy Range: 90'
Target/AOE: 30'x30'	Duration: 10 minutes
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 Target/AOE: 30'x30'
 Duration: 10 minutes

 Any living creature (not undead or demons or constructs), who has 4-HD or less, in the area of effect must

 make a Saving Throw or become terrified with the specter of death and flee away from the caster for 10 minutes.

Flames (MU-1)

Casting Time: 1 action Save: Yes, for half Target/AOE: 10'x10' area

The caster shoots forth a sheet of fire from his hands, eyes or mouth into a 10'x10' area directly 10' in front of him. Anyone in the area takes 1d4 hit points of fire damage, plus 1 point per level of the caster. The victims roll a saving throw to take half damage and avoid having flammable objects on their bodies being destroyed.

Realm: Fire

Range: 10'

Hold Portal (MU-1)

Casting Time: 1 action Save: No Target/AOE: 1 door

1

Realm: Structure Range: 10' Duration: 2d6 turns

Duration: immediate

This spell holds a door, window or drawer closed shut for 2d6 explorations turns. The caster can open and close it at will, as can another magic-user at least 3 levels higher than the caster. A knock spell or dispel magic will negate the spell. The only other way to pass the door is to break it to pieces.

Invisible Chuggins (MU-1)

Casting Time: 1 action Save: No

Target/AOE: 1 piece of empty space

Realm: Summoning Range: 20' Duration: 1d6 hours

The caster summons and can command an invisible spirit that can do various tasks for him. In any one round it can be carrying up to 35 items, or open/close a door or chest (if unlocked) or do some light housework. The spirit cannot speak, attack, block attackers or any other combat tasks. **Protection from Law/Chaos (ML-1)**

Protection from Law/Chaos (WO-T)	
Casting Time: 1 action	Realm: Protection-P
Save: No	Range: Touch
Target/AOE: 1 person	Duration: 1 hour
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The caster must specify whether it protects against Law or Chaos when cast. The spell gives the target +2 to his Armor Class and +2 to Saving Throws against attacks that come from creatures with the Law or Chaos alignment (depending on which is cast). Furthermore, an enchanted/summoned creature of the designated alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, a demon couldn't hit the protected person with its claws but could throw fire at him or hit him with an axe.

Read Languages (MU-1)

Casting Time: 1 action	Realm: Knowledge	
Save: No	Range: 0	
Target/AOE: caster	Duration: 1 hour	
The caster can read any non-magical writings he sees without regard to its original language. Once he has		
read a particular piece of writing with this spell, he will forever after be able to read it without recasting the spell.		

Read Magic (MU-1)

Casting Time: 1 action	Realm: Magic Art
Save: No	Range: 0
Target/AOE: caster	Duration: Special

The caster is able to decipher a scroll or 1 spell in a captured spell book when he casts this spell and reads the writing. He can also identify the nature and powers of most magic items, except for potions, by examining the rune tracings on them. Finally, this spell is the requirement for ability to create scrolls; he must cast this spell when he begins the process of writing a scroll. Scroll making takes 1 week and 100gp for each spell level of the scroll. One does not need to cast Read Magic to read the Read Magic Spell from a scroll or spell book.

Shocking Grip (MU-1)

Casting Time: 1 action	Realm: Grip Spell
Save: Yes	Range: touch
Target/AOE: 1 adjacent target	Duration: Immediate
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The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target takes 1d8 points of electrical damage, plus 1 per experience level of the caster.

Sleep (MU-1)

Casting Time: 1 action
Save: Yes
Target/AOE: 20'x20'

Realm: Enchantment Range: 90' Duration: 2d6 turns

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2d6 Hit Dice of living creatures in the targeted area must make a saving throw or they fall immediately asleep. Creatures with 5 or more Hit Dice, and non-living creatures like undead or constructs are immune. An ally can awaken 1 sleeping friend per round. A sleeping target can be automatically hit by a melee attack, but, if the damage does not kill the target it awakens immediately.

Stone Missile (MU-1)

Casting Time: 1 action Save: No

Target/AOE: 1 target per missile

Realm: Earth Range: 120' Duration: Immediate

The caster manipulates a small chunk of nearby stone and causes it to fly at any target in range. It hits automatically, with no saving throw, and inflicts 1d6 points of damage. Every two additional levels past first allows the caster to add another missile to the attack.

2.2—SECOND LEVEL MAGIC-USER SPELLS

Brew Potions (MU-2)

Casting Time: 1 week per spell level brewed Save: No

Target/AOE: 1 potion

Realm: Magic Art Range: Touch Duration: Permanent

The caster can imbue certain spells he knows into a liquid that can be drunk and utilized by anyone. There are a selection of first to fourth level spells that have the notation "P" after the Realm entry which are the ones that can be made into potions. He must spend 200gp per spell level and 1 week per spell level to create the potion and must have potion making set (100gp). Regardless of the target or area of effect of the original spell, the potion will only function on the drinker of the potion, being treated as the "caster" or the "target" as appropriate. He can also duplicate any potion he has discovered or create a potion from a formula, as long as the potion is not of clerical origin (like a Healing Potion).

Charm Person (MU-2)	
Casting Time: 1 action	Realm: Enchantment
Save: Yes	Range: 60'
Target/AOE: 1 person	Duration: Special
The caster targets 1 person in range who mu	ust make a saving throw or become charmed by the caster.

The caster targets 1 person in range who must make a saving throw or become charmed by the caster. A person is defined as any of the Mortal Species available for player characters. If the victim fails the saving throw, he will consider the caster his best pal in the world and will strive to please him and protect him. He will, however, not harm his own family or former comrades for his new chum, only try to make peace between them. If he is attacked by the caster or his allies, the spell is broken. The charm lasts for 30 days, minus the INT of the victim, at which time the victim can attempt another saving throw to escape the charm or it lasts another like period of time until another save can be attempted. When freed from the charm, the victim will realize what has happened and will hold a grudge.

3 - 3 -		
Continual Light (MU-2)		
Casting Time: 1 action	Realm: Fire	
Save: Yes	Range: 60'	
Target/AOE: 1 object	Duration: Permanent	
The spell creates a permanent light source t	that shines in a 30' radius. It can be removed at the caster's will	
or when hit with a dispel magic. The spell is cast on	to an object and stays attached to that object as it moves about.	
The spell can be cast offensively into the eyes of a ta	rrget, who gets a saving throw, if he fails, he is blinded until the	
spell is removed. Unlike the clerical version, there is	no "Eternal Darkness" reverse variant for the magic spell. The	
appearance of the light source may be just pure light,	, or could be a heatless set of flames, at the caster's whim.	
Detect Invisible (MU-2)		
Casting Time: 1 action	Realm: Perception-P	
Save: No	Range: 60	
Target/AOE: Caster	Duration: 1 hour	
The caster can see all invisible creatures and objects up to 60' away. Does not reveal things hidden by non-		
magical means.		
Dirt Pile (MU-2)		
Casting Time: 1 action	Realm: Earth	
Save: Yes	Range: 80'	
Target/AOE: 20'x20'	Duration: Immediate	
The spell collects a 20'x20'x10' loose pile of dirt and dumps it anywhere within 80'. Anyone underneath		
must make a saving throw to leap clear before the dir	rt comes down. If someone fails the save he will be trapped in	

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the dirt. A size L or G creature can free itself in 2 rounds. Size M creatures can free themselves in 4 rounds. Size S or T creatures take 6 rounds to escape. Creatures trying to escape from the dirt pile are protected from most attack		
forms. No creature will voluntarily stay under the dirt,	because it will eventually suffocate if it does.	
Grip of Fear (MU-2) Casting Time: 1 action	Boolm: Crip Spoll	
Save: Yes	Realm: Grip Spell Range: touch	
Target/AOE: 1 target	Duration: 3d6 rounds	
.	elee contact, (no to hit roll needed) must make a saving throw or	
flee in blind terror from the caster for 3d6 rounds.		
Ice Bolt (MU-2)		
Casting Time: 1 action	Realm: Water	
Save: Yes, half	Range: 120'	
Target/AOE: 1 target	Duration: Immediate	
	pels it at great speed at a specific target. The target will take	
1d6 hit points of damage per experience level of the o	caster, unless it makes a saving throw, in which case the bolt	
scores only half damage.		
Invisibility (MU-2)		
Casting Time: 1 action	Realm: Illusion -P	
Save: No	Range: touch	
Target/AOE: 1 creature	Duration: 24 hours or till broken	
	erson he touches) to become completely invisible for 24 hours or	
	ttack or casting any sort of spell or using a scroll or magic item	
	nvisible creature is also invisible but becomes visible if he drops	
it. Any object he picks up becomes invisible. Knock (MU-2)		
Casting Time: 1 action	Realm: Structure	
Save: No	Range: 60'	
Target/AOE: All doors chosen in range	Duration: Immediate	
	vindows, drawers, gates etc. that the caster chooses within 60'	
	anical locks, slides any bars, and even temporarily opens magic	
locks including Hold Portal and Wizard Lock spells.		
Levitate (MU-2) Casting Time: 1 action	Realm: Air-P	
Save: No	Range: 0	
Target/AOE: Caster	Duration: 1 hour	
-	lift the caster up or down in the air. He can hover at any level or	
rise or lower up to 60' per round.		
Locate Object (MU-2)		
Casting Time: 1 action	Realm: Knowledge-P	
Save: No	Range: 30' x caster level	
Target/AOE: 1 object	Duration: 30 minutes	
The spell reveals to the caster the location of	f a specific object or one example of a specific type that is within	
the range of the spell.		
Mind Reading (MU-2)		
Casting Time: 1 action	Realm: Magic Art-P	
Save: Yes	Range: 60'	
Target/AOE: Anyone within range	Duration: 2 hours	
•	nse and understand the surface thoughts of any intelligent	
	heir thoughts succeed on rolling a saving throw. The spell is	
also used by mentor-magicians to evaluate whether p	otential candidates have sufficient magical aptitude.	
Paralysis (MU-2)	Realm: Necromancy	
Casting Time: 1 action Save: Yes	Realm: Necromancy Range: 60	
Target/AOE: 1 living creature	Duration: 1 hour	
	ge to make a save or become completely paralyzed for 1 hour.	
The paralysis can also be lifted by a Heal Wounded		

The paralysis can also be lifted by a Heal Wounded, Stand the Fallen or Dispel Magic spells.

Protection from Normal Missiles (MU-2)

Casting Time: 1 action Realm: Protection-P Save: No Range: 0 Target/AOE: Caster Duration: 2 hours The spell causes any non-magical arrow, bolt, thrown weapon, sling stone/bullet, hurled rock or boulder to miss if it is aimed at the caster. Summon Spirits (MU-2) Casting Time: 1 action Realm: Summoning

Save: Yes Target/AOE: Spirits Realm: Summoning Range: 60' Duration: 10 minutes

The caster summons up 2d4 spirits of his own alignment. The spirits (as a group) get a saving throw; if they succeed, roll a reaction check to see how they view the summoner. If they fail, they must obey the caster's commands for 10 minutes before departing. They aren't great fighters (see Book 2). However, they can fly and pass through walls and communicate with their summoner. They are unable penetrate a circle of protection or divine circle under any circumstances.

2.3—THIRD LEVEL MAGIC-USER SPELLS

Dispel Magic (MU-3)

Casting Time: 1 action Save: Special Target/AOE: 20'x20' area Realm: Magic Art Range: 120' Duration: Immediate

The spell dissipates any magical effect in force within the area of effect. For example, person who has been charmed by a spell would be freed from the charm, a mage protected by Air Shield would see that shield removed, a slowed or hasted person would return to normal speed. The spell has no effect on permanent magic items, like magic swords. The spell always works on magic cast by someone of lower level than the one casting the dispel magic. If the original caster of the spell to be dispelled is from an equal or up to twice the level of the caster, roll 1d6 and the dispel fails on a 1-2. If the original caster of the spell to be dispelled is more than twice the caster's level, roll 1d6 and the dispel fails on a 1-4.

Earth Shift (MU-3)

Casting Time : 1 action Save: Yes Target/AOE: 1 person Realm: Earth Range: 30' Duration: Immediate

The caster targets 1 creature (or himself) within 30' who, if he is unwilling to be shifted, can make a Saving Throw to avoid the effect. The creature is immediately swallowed up into the earth and rapidly transported to any spot within 100' of where it started, to immediately return to the surface. The designated destination must be a point touching the earth, connected to the origin spot, with enough clear above-ground space to accommodate the creature, or the spell will fail.

Fireball (MU-3)

Casting Time : 1 action Save: Yes--half Target/AOE: 30'x30' area Realm: Fire Range: 240' Duration: Immediate

A fiery ball shoots forth from the caster's hand to a point within 240' in line of sight. At that point the ball explodes in a 30'x30' area doing 1d6 points of damage for each experience level of the caster. Anyone within the blast radius may make a saving throw to take only ½ the rolled damage (never falling to less than 1hp). The fireball also inflicts 1 siege point of damage to any wooden building per level of the caster.

Grip of Pain (MU-3)

Casting Time: 1 action	Realm: Grip Spell
Save: Yes	Range: touch
Target/AOE: 1 adjacent target	Duration: 1-round plus 1 round per caster level

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target takes 1 point of damage and is completely incapacitated by pain each round that the spell lasts. The incapacitated victim cannot move or make any attack actions (including casting spells or using magic items) and any attack made against him is made with a +4 to hit.

Hold Person (MU-3) Casting Time : 1 action Save: Yes Target/AOE: up to 4 persons in a 20'x20' area Up to 4 chosen persons in a 20'x20' area

Up to 4 chosen persons in a 20'x20' area within 120' and in the view of the caster are designated by the caster. Each must make a saving throw or become *held* as if in the grip of a large pair of hands. Held people cannot move, cast spells, or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive motion to maintain their regular Armor Class in defense and to speak. The spell can also be cast to free up to 4 people in a 20'x20' area from another's Hold Person spell.

Range: 120'

Realm: Enchantment

Duration: 10 combat rounds

invisionity to Radius (NU-3)	
Casting Time: 1 action	Realm: Illusion
Save: No	Range: 0
Target/AOE: 10' radius around the caster	Duration: 2 hours or till broken

The spell causes all creatures within 10' of the caster to become completely invisible for 2 hours or until an individual breaks the spell by moving more than 10' away from the caster, making an attack or casting any sort of spell or using a scroll or magic item other than a potion. If one person breaks the spell, he breaks it only for himself, not for all under the spell, except the caster, if he breaks the spell, it is broken for all. Anything worn or carried by the invisible creatures is also invisible but becomes visible if it is dropped. Any object picked up becomes invisible.

Lightning Bolt (MU-3)

Casting Time: 1 action Save: Yes--half Target/AOE: 60' x 7.5' Realm: Air Range: 240' Duration: Immediate

The caster chooses a target within 240' in line of sight a lightning bolt with a 7.5 foot width appears 60' away from the target and strikes everyone between that point and the target, doing 1d6 points of damage for each experience level of the caster. Anyone within the strike area may make a saving throw to take only ½ the rolled damage (never falling to less than 1 hp). The spell can also be used to inflict 1 siege point of damage per level of the caster to any building.

Prepare Spell Book (MU-3)

Casting Time : 2 weeks Save: No Target/AOE: 1 book Realm: Magic Art Range: Touch Duration: Permanent

When this spell is cast onto a sturdy book of at least 100 pages (costing 50gp) over the course of 2 weeks of meditation and incantation, the book becomes a functional spell-book. The magic-user then scribes Read Magic and Circle of Protection into the book as well and it is ready for an apprentice to use, or an experienced magic-user to use as a replacement book. Magical Guilds and wizards-for-hire typically charge 2000gp for a fully ready book since it takes them a minimum of 4 weeks (2 for the book 1 each for Read Magic and Circle of Protection scrolls needed to scribe into the book) and 250gp to create. A magic-user who is a good friend or owes you a favor might go as low as 1000gp. The well-prepared magician would prepare a spare book for himself with a few spells in it, just in case.

Frotection from Law/Chaos to Taulus (MO-3)	
Casting Time: 1 action	Realm: Protection
Save: No	Range: Touch
Target/AOE: 10' radius around target	Duration: 1 hour
The caster must specify whether it protects	against Law or Chaos wh

The caster must specify whether it protects against Law or Chaos when cast. The spell gives the target and anyone standing within 10' of him, +2 to his Armor Class and +2 to Saving Throws against attacks that come from creatures with the Law or Chaos alignment (depending on which is cast). Furthermore, an enchanted/summoned creature of the designated alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, a demon couldn't hit the protected person with its claws but could throw fire at him or hit him with an axe.

Scry (MU-3)

 Casting Time: 1 action
 Realm: Knowledge

 Save: No
 Range: 60'

 Target/AOE: 60' radius
 Duration: 1 hour

 The caster is able to see and hear anything visible/audible from a chosen spot with

The caster is able to see and hear anything visible/audible from a chosen spot within 60' of his current location, whether through walls, inside buildings, chests or graves, or even underground. It requires 20' of stone or a thin layer of lead to stop the scry. This spell can be cast through a crystal ball, and so the 60' area would be from the location viewed through the crystal ball itself.

See in the Darkness (MU-3)

Casting Time: 1 action Save: No Target/AOE: 1 person

Range: Touch Duration: 24 hours

Realm: Perception-P

This spell allows the target to see perfectly even in total darkness, just as if it were daylight, even under the effects of magical darkness such as a Light/Darkness spell.

Slow/Haste (MU-3)

Casting Time: 1 action	Realm: Necromancy-P
Save: No	Range: 240'
Target/AOE: 60'x60'	Duration: 3 turns
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The caster uses this spell to either slow down or speed up the targets. He must decide which version he is casting and all targets will do one or the other, i.e., you can't use 1 casting of the spell to speed up some people and slow down others. Those who are "slowed" may make a move or an attack each round, but not both. Those who are "hastened" may make either 1 additional move action or 1 additional attack action each round.

Summon Monster I (MU-3)

Casting Time: 1 action Save: No

Target/AOE: 1d6 creatures

Realm: Summoning Range: 10' Duration: 1 hour

When the spell is cast, 1d6 1-HD creatures appear instantly within 10' of the caster. The caster may choose the type (orcs, skeletons, hobgoblins, wolves, berserkers, etc), as long as they do not require magic weapons to hit them or have other significant magical powers. The Judge has final approval. Unless they are creatures that the caster can communicate with, they will automatically fiercely attack the caster's enemies, fighting until slain or the time expires. If he can communicate with them, they will do any command asked of them.

Water Breathing (MU-3)

Casting Time: 1 action	Realm: Water-P
Save: No	Range: 30'
Target/AOE: up to 10 creatures in range	Duration: 2 hours
Any targeted creature will be able to breath r	normally while under water for 2 hours.
Wizard Lock (MU-3)	
Casting Time: 1 action	Realm: Structure
Save: No	Range: Touch
Target/AOE: 1 door, lid, or drawer	Duration: Permanent

One door, gate, lid, drawer etc., that can normally be locked or unlocked will become permanently locked closed. The caster can still open and close the door freely as can a magic-user 3 or more levels higher than he. A knock spell will also temporarily open the door. In any case, when the door is re-closed it re-locks. Jacks are unable to open a wizard-lock. A dispel magic can remove the wizard lock (see the spell for chance of success). The item can, of course, be broken apart to defeat the lock, but that is often, lengthy, noisy and might destroy content

3.2.4—FOURTH LEVEL MAGIC-USER SPELLS

Boulders (MU-4) Casting Time: 1 action Save: Yes Target/AOE: 1 target per exp. level

Realm: Earth Range: 240' Duration: Immediate

The spell collects a bunch of large rocks and directs them at great speed against a series of targets. The caster chooses 1 target per experience level within 240' and 1 boulder is hurled against each one. Each boulder does 2d4 hit points of damage, unless the target makes a saving throw, in which case the boulder misses. The caster can target a particular individual with several boulders. If all the boulders are directed against a single building, the building suffers 1 siege point of damage per level of the caster.

Confusion (MU-4)

Casting Time: 1 actionRealm: KnowledgeSave: YesRange: 60'Target/AOE: 30x30', 2d6 creaturesDuration: 12 rounds

2d6 creatures, in a 30'x30' area, are affected by the spell. Targets are selected from lowest HD to highest. Those with 4+ hit dice or levels get a saving throw to avoid the effect. Each round, those affected roll 1d6, on a 1-2 they attack the caster's party, 3-4 they stand around doing nothing and 5-6 they attack their own party.

Create Wands (MU-4)

Casting Time: 1 month per spell level, + charges	Realm: Magic Art
Save: No	Range: Touch
Target/AOE: 1 wand	Duration: Permanent
	6 1 1 1

Spending 1 month and 1000gp per level of the spell, the mage can create a wand that contains multiple charges of that spell. A wand can be made for any spell of level 5 or lower. When the initial preparation is complete, there is, however a chance the creation will fail. The caster must roll his INT ability score, minus the level of the spell, or less on a 20 to succeed, or his time and money are wasted. Once the initial enchantment has succeeded, he has a window to add charges to the wand. He can add charges for a number of days equal to his INT score. Each day he can add a number of charges equal to the number of times he can prepare the level of spell contained in the wand. At the end of the charging window, the wand is completed and no more charges can be added, ever. When all the charges in a wand are used up, the wand crumbles to dust.

For example, if Titus Thunder, a 7th level magic-user with INT of 15, wants to create a wand of invisibility (level 2), he spends 2 months and 2000gp to prepare the wand. Then, he must roll 15 (INT) minus 2 (2nd level spell) =13 or less on 1d20 to have successfully made the wand. Assuming he succeeds, the then can add 3 charges per day (number of 2nd level spells he can prepare per day) for 15 days (INT), at the end of which time he has a wand with 45 charges.

Dimension Door (MU-4)

Casting Time: 1 action Realm: Structure Save: Yes Range: 10' Duration: Immediate Target/AOE: 1 target The target (which could be the caster himself) is immediately teleported to any location within 360' that is free of obstruction and on solid ground. If the target is unwilling, he may make a saving throw to avoid the spell. Fly (MU-4) Casting Time: 1 action Realm: Air-P Save: No Range: 0 Target/AOE: caster Duration: 1 turn/level plus 1d6 turns The caster can fly through the air at a speed equal to 60' per combat round.

Grip of Submission (MU-4)

Casting Time: 1 action	Realm: Grip Spell
Save: Yes	Range: touch
Target/AOE: 1 adjacent target	Duration: 1-round plus 1 round per caster level
Target/AOE: 1 adjacent target	Duration: 1-round plus 1 round per caster level

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target must obey the exact commands of the caster to the letter for as long as the spell lasts. The target must be able to understand the caster's commands in order to follow them, but if it can't it will not harm the caster in any way while the spell lasts.

Hallucinatory Terrain (MU-4)

Casting Time: 1 action Realm: Illusion Save: Yes Range: 0 Target/AOE: 240' radius from caster Duration: Until Broken The landscape in a 240' radius from the caster is masked by an illusion to appear as anything the caster desires, e.g. a castle becomes a desert, a forest becomes a lake. The illusion is maintained until an intelligent creature, who is not an ally of the caster, touches the illusion and makes a Saving Throw. Hypnotic Pattern (MU-4)

Casting Time: 1 action Save: Yes Target/AOE: All in range Realm: Enchantment Range: 60' Duration: As long as the caster maintains it

The caster creates a swirling, mesmerizing visual effect in the air that causes all living creatures who can see it (friend and foe alike) to make a saving throw or stand motionless staring at it for as long as the magic-user maintains it. He can move, but cannot cast a spell, attack, use a magic item or any other attack action, and cannot take damage if he wants to maintain the spell. Any creature that takes damage while mesmerized is awakened from the spell.

Polymorph Other (MU-4)

Casting Time: 1 action Save: Yes Target/AOE: 1 creature Realm: Necromancy Range: 60' Duration: Permanent

1 creature targeted by the spell must make a save or become transformed into any living creature that the caster desires. The creature retains its previous hit points and mentality (including spell powers if it still has hands and a mouth), but gains all of the special powers of the creature it has become (movement rate, AC, attacks, dragon breath, flight etc). The spell lasts until another Polymorph Other is cast on the creature or a dispel magic removes the spell. **Polymorph Self (MU-4)**

Casting Time: 1 action Realm: Protection-P Save: No Range: 0 Target/AOE: caster Duration: 6 turns plus 1 turn per level The caster can transform himself into the shape of any creature he desires. He gains the movement (e.g. fast speed, flight, swimming) and environmental abilities (e.g. water-breathing, fire resistance) of the creature, but not the combat abilities (e.g. no fire breath, AC or troll regeneration). Remove Curse (MU-4) Casting Time: 1 action Realm: Magic Art Save: No Range: 20' Target/AOE: 1 target Duration: Immediate The caster removes some curses, such as lycanthropy, instantly; for other curses, it might just reveal the conditions that the curse can be lifted. Casting it in combat will act like a Dispel Magic against any Cleric Cursing Type of spells in effect within 30' of the caster. Summon Monster II (MU-4)

Casting Time: 1 actionRealm: SummoningSave: NoRange: 10'Target/AOE: 1d6 creaturesDuration: 1 hour

When the spell is cast, 1d6 2-3-HD creatures appear instantly within 10' of the caster. The caster may choose the type (gnolls, bugbears, horses, etc), as long as they do not require magic weapons to hit them or have other significant magical powers. The Judge has final approval. Unless they are creatures that the caster can communicate with, they will automatically fiercely attack the caster's enemies, fighting until slain or the time expires. If he can communicate with them, they will do any command asked of them. Lawful casters can substitute a single Soldier of the Heavenly Host, Chaotics a single Demonic Warrior, and Neutrals a single Berserker of Valhalla for the summoning.

Wall of Fire (MU-4)

Casting Time: 1 action Save: No Target/AOE: wall 120' long Realm: Fire Range: 60' Duration: 10 combat rounds

The caster creates an opaque wall of fire, 120' long, 10' thick and 20' high, which lasts for 10 combat rounds. The wall can be of any shape desired. Creatures of less than 4 HD will not be able to get through the wall but those 4 HD or above , who make a morale check, can get through but will take 3d6 damage, but undead or fire vulnerable creatures will take 4d6.

Wall of Ice (MU-4)

Casting Time: 1 action Save: Yes Target/AOE: wall 120' long Realm: Water Range: 120' Duration: 1 hour

The caster creates transparent wall of ice 120' long, 10' thick and 20' high, which lasts for 10 combat rounds. The wall can be of any shape desired. The wall stops all fire-related attacks. Creatures are not able to penetrate with wall without magic means. Jacks with Climb Walls and some monsters can climb over it.

Wizard Eye (MU-4)

Casting Time: 1 action Save: No Target/AOE: 1 movable spot Realm: Perception Range: 120' Duration: 1 hour

The caster creates mobile, invisible sensor that can travel 120' per round letting the caster see whatever it "sees" or "hears" as it goes. This is improved over "scry—level 3" in that the viewpoint can be moved.

2.5—FIFTH LEVEL MAGIC-USER SPELLS

Animate Dead (MU-5)

Casting Time: 1 action Save: No Target/AOE: 1 corpse per exp. level Realm: Necromancy Range: 60' Duration: Permanent

The caster causes 1 corpse per his experience level that is within 60' of the casting to become animated as a Skeleton or Zombie. If there If the corpse is just bones, it's a skeleton, if it has intact flesh, it's a zombie. If there are corpses of Size S creatures, the caster can make twice as many Small Skeletons or Zombies instead. If there is just a pile of assorted bones, he can make twice his level in Flying Skulls or Crawling Arms instead. The animated corpse is completely under the caster's control and will carry out any commands given. If the master is absent, the undead will attack any living creature in sight (unless the master had left them with specific instructions like "don't kill anyone who speaks the password "Krangor", or don't kill any goblins). The control is permanent until the monsters are destroyed, although the control can be interfered with by clerical turning/control. Dispel magic has no effect on these creatures once created. See Book 6 for stats for all the undead monsters listed above.

Cloud Kill (MU-5)

Casting Time: 1 action Save: No Target/AOE: 40x40' cloud

 Target/AOE: 40x40' cloud
 Duration: 6 turns

 The spell collects all the noxious vapors in the air all around and concentrates them into a deadly cloud of gas. The cloud moves 30' per round away from the caster, unless caught by wind, in which it follows the wind. A strong wind or thick vegetation disperses the cloud. Any creature with 4-HD or fewer caught in the cloud dies with no saving throw, those with 5+ hit dice or levels are unaffected.

Realm: Air

Range: 120'

Conjure Elemental (MU-5)

Casting Time: 1 action Realm: Summoning Save: No Range: 60' Target/AOE: 1 Large Elemental Duration: 10 combat rounds

The spell summons 1 Large-Sized elemental of any of the 4 types. It will violently attack the caster's enemies and if there are none, will follow along with the caster until enemies appear or the spell duration expires. Circles of Protection and Divine Circles are effective against the creatures. Protection from Law/Chaos might be, depending on the alignment of the summoner.

Contact Higher Plane (MU-5)

Casting Time: 1 hour	Realm: Knowledge
Save: Yes	Range: 0
Target/AOE: Caster	Duration: up to 7 questions
The caster projects his consciousness into	the presence of some other-worldly bein

The caster projects his consciousness into the presence of some other-worldly being, such as a god, demon-lord or long-dead master wizard. He spends 1 hour in mental contact with the being, in which time the caster is completely helpless in this world. During this time, he can ask from 1 to 7 yes or no questions. For each question, the caster must make a saving throw or be driven mad for 1d6 days.

Create Permanent Magic Items (MU-5)

Casting Time: Special	Realm: Magic Art
Save: No	Range: 0
Target/AOE: 1 item	Duration: Permanent

The caster is able to create permanent magic items, such as magic swords, flying carpets and the like. See the "Magic Item Creation" chapter in Book 6 for more details.

Fire Shield (MU-5)

Casting Time: 1 action

Save: No

Target/AOE: Caster

Realm: Fire Range: 0 Duration: 10 combat rounds

Realm: Grip Spell

Duration: Immediate

Realm: Enchantment

Duration: 10 combat rounds

Range: touch

The caster is closely surrounded by fearsome flames. He is not harmed by them, instead gets +2 on his saving throw against all fire attacks, and what is more whenever someone hits him for melee damage, the attacker takes twice that amount of damage from the flames.

Grip of Power (MU-5)

Casting Time: 1 action Save: Yes

Target/AOE: 1 adjacent target

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the caster's hand exerts tremendous force, doing 5d6 points of damage and shattering whichever limb of the target he chooses to grab. If he shattered a leg, the target will only be able to crawl 10' a round, if he shatters an arm, it will not be able to use 2-handed weapons or a weapon plus shield. The victim also will suffer a -4 to all attack rolls, saving throws and will be unable to cast spells or use scrolls due to the immense pain. While the pain penalty will subside after any magical healing, the crushed limb requires 1d6 months of rest or a Regeneration spell to see recovery.

Hold Monster (MU-5)

Casting Time: 1 action Save: Yes

Target/AOE: up to 4 creatures in a 20'x20' area

Up to 4 chosen monsters (excluding Undead and Constructs) in a 20'x20' area within 120' and in the view of the caster are designated by the caster. Each must make a saving throw or become *held*. Held monsters cannot move, cast spells or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive motion to maintain their regular Armor Class in defense, or speak. This spell can also be used to free up to 4 creatures from any Hold spell.

Range: 120'

Ice Storm (MU-5)

Casting Time: 1 actionRealm: WaterSave: NoRange: 120'Target/AOE: 30'x30' areaDuration: 10 combat rounds

A mighty storm of large, fast hail stones pummels the area. Any creature in the area of effect suffers 3d10 points of damage, no saving throw. The storm continues for 10 rounds, and if anyone moves through the storm area during any of those rounds, he suffers the damage that round. So, if someone is "Held" by a Hold Monster spell and can't move, and then the Ice Storm appears over him, he will take the damage each and every round.

Pass Wall (MU-5)

 Casting Time: 1 action
 Realm: Structure

 Save: No
 Range: 30'

 Target/AOE: 1 wall
 Duration: 30 minutes

 The caster opens a tunnel up to 30' deep in a wall. The tunnel is actually a trans-dimensional portal that will vanish after the spell expires. Anyone is free to simply walk through the tunnel.

Reveal Lies (MU-5)

Casting Time: 1 action Save: Yes Target/AOE: 1 creature Realm: Knowledge Range: 100' Duration: 10 minutes

The caster casts the spell and then asks the target any number of questions. The target can make a saving throw to remain silent. If the save fails, the target must answer all the questions and if he lies, everyone within 100' of the target will be absolutely sure that the answer is a lie and will see a mental projection of the actual truth.

Rock to Mud, Mud to Rock (MU-5)

Casting Time: 1 actionRealm: EarthSave: YesRange: 120'Target/AOE: a 300 sq. foot area, 10'deepDuration: ImmediateThe caster can turn 300 square foot area, up to 10' deep of Rock into a like volume of Mud or Mud into Rock.

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This can be rated as about 50 Siege Points of Siege Damage. Phantom Killer (MU-5) Casting Time: 1 action Realm: Illusion Save: Yes Range: 100' Target/AOE: 1 creature Duration: 2d4 Combat Rounds The spell creates an illusionary image of the target's worst nightmare and then uses this to attack its mind. The Phantom relentlessly stalks the target and attacks it 1 time per round until the spell expires. The victim must make a saving throw against each attack or die of shock. Other people present cannot see the phantom. Undead and mindless creatures like golems are immune. A dispel magic can remove the phantom. Spell Shield (MU-5) Casting Time: 1 action Realm: Protection Save: No Range: Touch Target/AOE: 1 creature Duration: 1 hour The target becomes magically protected against all spells of level 3 or less for the duration of the spell. 2.6—SIXTH LEVEL MAGIC-USER SPELLS Anti-Magic Shell (MU-6) Casting Time: 1 action Realm: Protection Save: No Range: 0 Target/AOE: 5' radius around caster Duration: 1 hour A sphere of protection springs up with a 5' radius around the caster. No magical effect can pass the barrier either in or out. The caster can raise or lower the barrier at will until the duration expires, but if he lowers the barrier, it must stay down until his enemies have had a turn in initiative. Control Weather (MU-6) Casting Time: 1 action Realm: Air Save: No Range: 0 Target/AOE: 5 miles x 5 miles Duration: Immediate The spell transforms local weather conditions instantly to whatever he desires, change a tornado to a nice day, a hailstorm to a thick fog etc. The caster has no control of the conditions once they are transformed. Death Spell (MU-6) Casting Time: 1 action Realm: Necromancy Save: Yes Range: 240' Target/AOE: 30' x30' Duration: Immediate Any creature with 8-HD or less in the area of effect must make a saving throw or die. Simultaneously, it will repair 4d6 hit points of damage suffered by all undead creatures in the area. Disintegrate (MU-6) Casting Time: 1 action Realm: Fire Save: Yes Range: 60' Target/AOE: 1 target Duration: Immediate 1 target of size Large or smaller must save or instantly become dissolved into atoms. If targeted on a building, it does 1d6 points of Siege Damage. Geas (MU-6) Casting Time: 1 action Realm: Enchantment Save: Yes Range: 100' Target/AOE: 1 creature Duration: Permanent The spell compels the target to complete a stated task or refrain from taking a stated action. Each day he does not make progress toward the goal he suffers 1 hit point of damage that cannot be healed until the task is done. If someone attempts to remove the Geas using a dispel magic, the original caster may make a saving throw to

Grip of Death (MU-6) Casting Time: 1 action Realm: Grip Spell Save: Yes Target/AOE: 1 adjacent creature

prevent it.

Range: touch Duration: Immediate

The caster must be in melee contact with a living being, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target dies immediately. Invisible Stalker (MU-6) Casting Time: 1 action Realm: Summoning Save: No Range: 60' Target/AOE: 1 invisible stalker Duration: Until Mission Complete The spell summons 1 Invisible Stalker monster. The stalker must carry out a single task (like steal the Rod of the Priest of Osiris, or Kill Timmy Johnson). The spell lasts until either the task is completed or the stalker is dead. A dispel magic cast on the stalker will not be effective. Legend Lore (MU-6) Casting Time: 1 action Realm: Knowledge Save: No Range: 0 Target/AOE: Caster Duration: Permanent The caster immediately knows all the relevant legends, lore, stories or research about a specific place, person, or object pointed out or named by the caster. It will identify all the powers and drawbacks of any magic item, even artifacts and relics. Move Earth (MU-6) Casting Time: 1 actions Realm: Earth Save: No Range: 240' Target/AOE: 30'x30'x30' volume Duration: 6 turns The spell moves a 30x30x30' volume of earth at a rate of 60' per turn for 6 turns in whatever direction the caster directs. This can remove a large section of earthen rampart, or do 5d6 siege points of damage to a building Part or Lower Water (MU-6) Casting Time: 1 action Realm: Water Save: No Range: 240' Target/AOE: Special **Duration 3 hours** The spell either creates a dry path through a body of water, 10' wide as far as the eye can see, which lasts for 3 hours, or it lowers the total depth of any body of water, short of a Great Lake, Sea or Ocean, by half for the same duration. **Projected Image (MU-6)** Casting Time: 1 action Realm: Illusion Save: No Range: 240' Target/AOE: Caster Duration 1 hour The spell creates an image of the caster, anywhere he wants within 240' and simultaneously shrouds the caster in invisibility. The image mimics the movements of the caster and all spells and attacks seem to originate from it. The image miraculously seems to survive any attack made on it. Reincarnation (MU-6) [Power Drain] Casting Time: 1 action Realm: Magic Art Save: No Range: Touch Duration: Immediate Target/AOE: 1 dead being The spell summons the spirit of a dead person or creature and creates a new body for it to inhabit. The Judge rolls randomly on the table below for the type of new body, linked to the original being's alignment, that will be house the spirit. The new body will have all the powers of its species, and the spirit will bring along whatever class and levels it possessed. The Judge re-rolls the person's STR, DEX and CON (4d6 drop the lowest), but his INT, WIS and CHA remains the same. D10 Lawful Neutral Chaotic 1 Human Human Human 2 Human Sprite Orc 3 Human Gnome Goblin 4 Kobold Human Catter 5 Half-orc Halfling Lizardo 6

ElfElfHobgoblinDwarfTrollsonOgreHalf-ElfApelingRatterDoggerHalf-OgreLizardoGnomeBadgermonBugbear

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Stone to Flesh/Flesh to Stone (MU-6)

Casting Time: 1 action Save: Yes Target/AOE: 10'x10' or 1 creature

The spell causes a 10'x10'x10' volume of stone to turn into a like volume of flesh (enough to feed a rather large number of people) or to turn one creature that has been turned into stone by a medusa, basilisk or cockatrice (or the like) to return to normal. It can also be used to turn 1 targeted creature (with a flesh body, of course) into a statue of stone, but in this case the target gets a saving throw.

True Seeing (MU-6)

Casting Time: 1 action Save: No Target/AOE: Caster Realm: Perception Range: 60' Duration 1 hour

Realm: Structure

Duration Immediate

Range: 240'

The spell gives the caster the ability to see all invisible objects or creatures, phantoms and ethereal beings, all hidden doors and traps, and see the true nature of all things masked by illusions or common disguises for as long as the spell lasts.

2.7—SEVENTH LEVEL MAGIC-USER SPELLS

Avalanche (MU-7)

Casting Time: 1 action Save: No Target/AOE: 60'x60' Realm: Earth Range: 120' Duration: 10 combat rounds

The spell gathers a moving rolling patch of destructive rocks, soil and boulders 60' wide, 60' long and 10' deep that begins at any points within 120' chosen by the caster and moves in a direction the caster desires 60' per round for 10 rounds. Any creature of 1-HD or less caught in the avalanche is killed and any creature greater than 1-HD takes 2d6 damage and is swept along with the rocks, taking 1d4 additional damage each round for as long as the spell lasts. Any buildings struck by the avalanche suffer 6d6 points of siege damage

Banishment (MU-7)

Casting Time: 1 action Save: Yes

Target/AOE: 30' radius around caster

Realm: Protection Range: 0 Duration: Immediate

All summoned creatures within the radius must immediately make a saving throw or be sent back whence they came. Any creature so banished cannot return to this plane for 10 years at least. The save is penalized by -2 for each object that the creature hates or fears present at the banishment.

Control Undead (MU-7)	
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Casting Time: 1 action	Realm: Necromancy
Save: No	Range: 240'
Target/AOE: 30'x30' area	Duration: 4 hours
All undead creatures in the area of effect, up	to 2-HD per level of the caster, come under the absolute
mental control of the caster for 4 hours with no saving	throw. When the time expires, intelligent undead will

remember and hold a grudge.

Delayed Blast Fireball (MU-7)

Casting Time: 1 actionRealm: FireSave: Yes--halfRange: 240'Target/AOE: 30'x30' areaDuration: Immediate to 10 rounds

A fiery ball shoots forth from the caster's hand to a point within 240' in line of sight. At that point the ball explodes in a 30'x30' area doing 1d6 points of damage for each experience level of the caster. Anyone within the blast radius may make a saving throw to take only ½ the rolled damage. The caster can decide when the fireball will detonate, anytime up to 10 rounds after casting (this must be set at the time of the casting).

Casting Time: 1 action	Realm: Perception
Save: No	Range: 50 miles
Target/AOE: 1 creature or object	Duration: 1 day per level

The caster suddenly can look around him and physically see 1 object or person named at the casting of the spell up to 50 miles away, whether it is hidden in a stone fortress or deep underground or atop a mountain. The sight lasts for 1 day per level.

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Grip of Transformation (MU-7)

Casting Time: 1 action Save: No Target/AOE: 1 adjacent creature Realm: Grip Spell Range: touch Duration: Permanent

The caster must be in melee contact with a living being, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, and the target does not get a Saving Throw to avoid the attack. The target is immediately transformed into another creature chosen by the caster (exactly as a Polymorph Other spell) Inundation (MU-7)

Casting Time: 1 action Save: No Target/AOE: 90'x90' Realm: Water Range: 120' Duration: 10 combat rounds

The spell gathers a moving wave of water 90' wide, 90' long and 15' deep that begins at any points within 120' chosen by the caster and moves in a direction the caster desires 60' per round for 10 rounds. Any creature of 1-HD or less caught in the churning water is killed and any creature greater than 1-HD takes 2d6 damage and is swept along with the waves for as long as the spell lasts. Any building in the path suffers 1d10 points of siege damage.

Limited Wish (MU-7) [Power Drain]

Casting Time: 1 action Save: No Target/AOE: special Realm: Knowledge Range: special Duration: Varies

This spell can change an event from the last 24 hours, e.g., cause a failed saving throw to pass or a passed saving throw to fail, or in the next 24 hours (e.g. arriving at the palace before the assassins do). It can also heal certain conditions, like permanent damage from a Violet Fungus, as noted in various monster descriptions. It also can duplicate the effects of any spell (magic-user or cleric) of levels 1-4. Any sort of thing might be wished for within the time frame, but the Demon of Wishes does not like greed or grand ambitions, so the bigger the wish, the more likely that the wish's wording will be interpreted in a hyper-literal and inconvenient fashion. The caster must say "I wish..." when casting the spell, and there is no backsies, retconning or mind-changing, the first phrase uttered by the PLAYER is the wish.

Mass Charm (MU-7)

Casting Time: 1 action Save: Yes Target/AOE: 30-HD of creatures Realm: Enchantment Range: 60' Duration: Special

The caster targets up to 30-HD of living creatures in range who must make a saving throw or become charmed by the caster. Any target that fails the saving throw will consider the caster his best pal in the world and will strive to please him and protect him. He will, however, not harm his own family or former comrades for his new chum, only try to make peace between them. If he is attacked by the caster or his allies, the spell is broken. The charm lasts for 30 days, minus the INT of the victim, at which time the victim can attempt another saving throw to escape the charm or it lasts another like period of time until another save can be attempted. When freed from the charm, the victim will realize what has happened and will hold a grudge.

This spell is particularly effective when cast by a Chaotic-aligned magic-user against Orcs, Half-orcs, Goblins or Hobgoblins. The spell will work on up to 100 of these creatures within 120' of the caster and they do not get a saving throw.

Mass Invisibility (MU-7)

Casting Time: 1 action Save: No Target/AOE: Up to 300 creatures Realm: Illusion Range: 120' Duration: 2 hours or till broken

The spell causes up to 300 man-sized creatures (or up to 6 gigantic creatures like dragons or giants) within 120' to become completely invisible for 2 hours or until an individual breaks the spell by making an attack or casting any sort of spell or using a scroll or magic item other than a potion. If one person breaks the spell, he breaks it only for himself, not for all under the spell, except the caster, if he breaks the spell, it is broken for all. Anything worn or carried by the invisible creatures is also invisible but becomes visible if it is dropped. Any object picked up becomes invisible.

Phase Door (MU-7)

Casting Time: 1 action Save: No Target/AOE: 1 wall

Realm: Structure Range: 10' Duration: 7 uses The spell creates an invisible doorway through a solid wall up to 20' thick. The door is only usable by the caster himself, and is permanent until the caster has used it 7 times. It takes a caster twice the Phase Door's caster to dispel it with a dispel magic spell.

Power Word Stun (MU-7)

Casting Time: 1 action Save: No Target/AOE: 1 creature Realm: Magic Art Range: 120' Duration: 2d4 combat rounds

Any single creature within range is chosen by the caster, if that creature has 70 or fewer hit points at that moment, it will be stunned for 2d4 combat rounds, no saving throw. While stunned, the creature cannot make any move or attack actions or get any extra attacks from enemy movement etc. However, it still will maintain its full armor class.

Summon Demon (MU-7)

Casting Time: 10 minutes Save: Yes Target/AOE: 1 or more demons Realm: Summoning Range: 20'

Duration: Until demon released, task completed

The caster can summon 1 or more demons whose HD in total do not exceed his own level. The demons appear whether they make their saving throws or not. If they fail their saving throws, demons are compelled to complete one task set by the caster and then to depart without harming the caster. If they pass their saving throws, they will seek to destroy the summoner. It is common, therefore, for summoners to protect themselves with a Circle of Protection and to surround the spot where the demons will appear with a Circle of Protection as well. The hope is the confined demons will consent to make a bargain to be released. Any spell resistance that a demon has is not effective against this spell.

The caster can, instead of summoning another sort of demon, can decide to summon 2d6 Demonic Warriors (see Book 6). The Demonic Warriors do not get a saving throw against the spell and serve the caster for exactly 1 hour and depart.

Whirlwind (MU-7)

Casting Time: 1 action Save: No Target/AOE: 40'x40' x80' Realm: Air Range: 120'

Duration: 10 combat rounds

The spell gathers a spiral of fierce wind 40' wide, 40' long and 80' high that begins at any points within 120' chosen by the caster and moves in a direction the caster desires 80' per round for 10 rounds. Any creature of 1-HD or less caught in the whirlwind is killed and any creature greater than 1-HD takes 2d6 damage and is swept along with the wind for as long as the spell lasts. Ant wooden building in the path takes 1d8 siege damage.

2.8—EIGHTH LEVEL MAGIC-USER SPELLS

Deep Shelter (MU-8)

Casting Time: 1 action Save: No Target/AOE: 60'x60'x30' Realm: Structure Range: 10 miles Duration: Permanent

Casting this spell for the first time creates a 60'x60'x30' space 1 mile beneath the earth. Additional castings allow the caster and up to 10 other people (and/or pieces of furniture) to be instantly transported to or from that shelter, as long as they are less than 10 miles away from the location where it was created. It would be very unwise to travel there without a second casting prepared, or at least a scroll or spell book with you, or else you can't get back. The space is unfurnished, but of comfortable temperature with air and water. The caster may have many such shelters, but they all must be at least 10 miles apart. **Farth Tran (MILS)**

Earth Trap (MO-6)			
Casting Time: 1 action	Realm: Earth		
Save: No	Range: 240'		
Target/AOE: 1 creature	Duration: Immediate		
One creature targeted by the caster, will suddenly be surrounded by a shell of stone, about 10' beyond its			
body. The creature gets no saving throw and is trap	ped inside the shell until the stone is breached by normal or		

magical means. Dispel magic does not work, since it is just normal stone after the spell is cast.

Greater Monster Summoning (MU-8)

Casting Time: 1 action Save: Yes Target/AOE: 1d6 creatures Realm: Summoning Range: 10' Duration: 1 hour The caster must choose whether to summon a horde of 100 1-HD orcs, dwarves or humans (all will have AC 15 and be carrying spears and hand axes) or 2d6 5-HD Hell Hounds or 1 single creature with HD equal to or less than the caster's level. If he summons the horde or hounds, they get no saving throw, but if he summons a creature with 11 or more HD, or one with significant special powers (dragons, vampires, etc), it will be allowed a saving throw to resist. The Judge as final approval. Unless they are creatures that the caster can communicate with, they will automatically fiercely attack the caster's enemies, fighting until slain or the time expires. If he can communicate with them, they will do any command asked of them.

Grip	of	Domin	ation	(MU-8)
Cirp	01		auon	(1000)

Casting Time: 1 action Save: Yes

Target/AOE: 1 adjacent creature

Realm: Grip Spell Range: touch Duration: Permanent

The caster must be in melee contact with a living being, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the target fails the saving throw, it becomes the permanent slave or the caster, unless the spell is dispelled or caster killed. If the enslaved creature is commanded to kill itself, it may attempt a second saving throw before doing so, otherwise it obeys all commands.

Hurricane (MU-8)

Casting Time: 1 action Save: No

Target/AOE: 1 mile radius

Realm: Air Range: 0 Duration: 4 hours

The spell conjures up a terrible hurricane that strikes a 1-mile radius around the caster's location and lasts for 4 hours. Each turn a person spends out of doors will inflict 1 hit point of damage on him and make it impossible to cast spells or use a scroll. Each wooden building in the radius will be destroyed on a 3+ on 1d6. Each stone building in the radius will be destroyed in a 6+ on 1d6/

Ice Fortress (MU-8)

Casting Time: 10 minutes Save: No Target/AOE: 120'x120' Realm: Water Range: 120' Duration: 10 days

The spell creates a castle of ice with a footprint of 120' by 120', walls that are 20' high, 4 corner towers that are 30' high, a gate house and keep-building. It has workable drawbridge and internal doors. It will stand for 10 days then vanish.

Incendiary Cloud (MU-8)

Casting Time: 1 action Save: No Target/AOE: 40'x40' cloud

Realm: Fire Range: 120' Duration: 20 combat rounds

The spell creates a 10' high 40'x40' cloud at a point within 120' chosen by the caster. It moves in a preselected direction at 40' per round. Each target caught in the cloud has 1 round to escape or it will take 4d6 points of damage. Any wooden buildings or other flammable objects crossed by the cloud will catch fire and be consumed in 1d4 rounds.

Mass Hold (MU-8)

 Casting Time: 1 action
 Realm: Enchantment

 Save: No
 Range: 120'

 Target/AOE: all persons in a 30'x30' area
 Duration: 10 combat rounds

 All persons in a 30'x30' area within 120' and in the view of the caster must make a saving throw or become *held*.

 Held people cannot move, cast spells or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive movement to maintain their regular Armor Class in defense, or speak.

Permanent (MU-8)

Casting Time: 1 hour	Realm: M	agic Art
Save: See below	Range: 12	20'
Target/AOE: 1 spell	Duration:	Permanent

This hour-long ritual will make whatever spell that the caster next casts have a permanent duration. For example, a Charm Person would keep the victim charmed forever, unless dispelled, or a Wall of Fire would stay in place forever. The duration of the spell made permanent cannot be "Immediate." This spell is not necessary to make permanent magic items. A scroll, however, can be made "permanent" allowing it to be used 1 time each day. Putting a Permanent spell on a Gate spell opens a permanent portal to some extra-worldly place allowing beings to pass through it at will. Casting permanent spell has a price, first it requires 1000gp worth of powdered diamonds which are expended by the spell, second, the caster must make a saving throw or he will lose 1 point from a random ability score (permanently).

Phantom Prison (MU-8)	
Casting Time: 1 action	Realm: Illusion
Save: No	Range: 120'
Target/AOE: 1 creature	Duration: Permanent
Any single creature within range is chosen	by the caster. The creature is fooled by a series of illusions to
think it is trapped in a prison chamber deep in the ea	arth. To outsiders, it seems as if the victim is surrounded by an
impenetrable black cloud. The creature is trapped	until the spell is dismissed by the caster, or a dispel magic
removes it, or the creature dies of thirst or starvation	n. Certain other magic might also dispel it, at the Judge's option.
Power Word: Blind (MU-8)	
Casting Time: 1 action	Realm: Magic Art
Save: No	Range: 120'
Target/AOE: 1 creature	Duration: 1d6+1 days
	by the caster. If that creature has 80 or fewer hit points at that
moment, it will be completely blinded for 1d6+1 days	s, no saving throw. While blind, the creature cannot make ranged
	y melee attacks it makes are made at -6 on the die, and any
melee attacks made against it are made with a +4 to	-
Scry Shield (MU-8)	
Casting Time: 1 action	Realm: Knowledge
Save: No	Range: Touch
Target/AOE: 1 creature or object	Duration: 1 day
	y any magical means whatsoever (e.g., scry, crystal ball, grand
locator, read minds).	
Spell Immunity (MU-8)	
Casting Time: 1 action	Realm: Protection
Save: No	Range: touch
Target/AOE: 1 creature	Duration: 24 hours
The recipient of the spell gains complete in	nmunity to 1 spell, named by the caster at the time of the casting,
for every 4 experience levels of the caster for a 24-h	nour period. The named spells cannot be level 7,8 or 9.
Undeath (MU-8)	
Casting Time: 1 hour	Realm: Necromancy
Save: Yes	Range: 10'
Target/AOE: 1 person	Duration: Immediate
This horrific ritual slays a living person and	immediately transforms them into an undead being. If the caster
	all the powers and immunities of that sort of creature. He,
	the process and becomes Chaotic in alignment. If used on a
-	eath, with Lawfully aligned characters getting a +4 on the save. A
	4-6 HD into a wight, 7-8 HD into a wraith, 9-10 HD into a
	vampire. The undead that rises does not necessarily obey the
caster of the spell, but the caster is likely to be able	to use some other magic to achieve that. The lich transformation
requires 10,000gp in arcane materials, the other training	nsformations 500gp per HD of the undead that results. This spell
is irreversible except by the gods themselves, and n	
Vision (MU-8)	
Casting Time: 10 minutes	Realm: Perception
Save: No	Range: special
Target/AOE: special	Duration: special
	cular object, person or place. A vision will then appear answering
the question completely and in great detail.	

2.9—NINTH LEVEL MAGIC-USER SPELLS

Army of the Dead (MU-9)

 Casting Time: 1 hour
 Realm: Necromancy

 Save: No
 Range: 240'

 Target/AOE: 1000'x1000'
 Duration: Permanent

 The caster completes a mighty ritual in a large cemetery, old battlefield of other place where there are an

abundance of buried corpses. From a 1000'x1000' foot area a horde of 900 animated lesser skeletons and 100

	very command. These are normal skeleton monsters and can be
turned or destroyed by lawful clerics, but not comma	anded by chaotic ones while the caster lives.
Astral Projection (MU-9)	
Casting Time: 1 action	Realm: Perception
Save: None	Range: Special
Target/AOE: Caster	Duration: 8 hours
The caster can send forth his spirit to trav	el rapidly in spiritual form through the astral plane to other places
	hour and observe events anywhere he goes. To communicate
	must roll CHA or less on 1d20, and the recipient must roll WIS or
	vithin the 8 hours or he will die. His body is completely helpless in
the absence of his spirit.	
Crushing Boulders (MU-9)	
Casting Time: 1 action	Realm: Earth
Save: No	
	Range: 120' Duration: 10 combat rounds
Target/AOE: 1 target	
	side of a target. The boulders slam into the target, keeping it
	to make a movement or attack action (including casting spells or
	rs do 1d10 points of damage, the second 2d10 points, and so on
till the spell ends.	
Domination (MU-9)	
Casting Time: 1 action	Realm: Enchantment
Save: Yes	Range: 60'
Target/AOE: 30-HD of creatures	Duration: Permanent
	eatures in range who must make a saving throw or become
	Il follow the caster's orders completely and to the letter. The
control is permanent until other magic should dispe	l it.
Gate (MU-9)	
Casting Time: 1 action	Realm: Summoning
Save: No	Range: 0
Target/AOE: 1 extra-dimensional being	Duration: as long as the being likes
The caster names a particular powerful ex	tra-dimensional being, e.g. Zeus, or a type of lesser such beings,
e.g. a Fiery Terror Demon, and casts the spell. This	s brings the named being directly to the caster's presence. The
caster has no control over the being and it will react	t in anyway it might seem best. Roll 1d20: 1=being departs
immediately, 2-19: being will listen to caster and de	cide what to do, 20=some other completely different being
appears.	
Glamorous Surroundings (MU-9)	
Casting Time: 1 action	Realm: Illusion
Save: No	Range: 100'
Target/AOE: 100'x100'	Duration: Permanent
0	x100' area appear by illusion exactly as he desires. An old shack,
	y candy cane trees, for example. While various spells might
	ects are maintained forever, unless dispelled by some other
magic.	
Grip of Destruction (MU-9)	
Casting Time: 1 action	Realm: Grip Spell
Save: Yes	Range: touch
Target/AOE: 1 adjacent creature	Duration: Immediate
The caster must be in melee contact with a living being, he casts the spell, and then must grab the target.	
The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack, but only	
if it has 9 or more Hit Dice/Levels. If the target fails the saving throw or doesn't get one, it is instantly destroyed,	
reduced to a few ashes on the wind.	
Immunity (MU-9)	Dealmy Drataction
Casting Time: 1 action	Realm: Protection
Save: No	Range: 0
Target/AOE: caster	Duration: 1 turn per level

The caster becomes completely impervious to any sort of physical harm or magical influence for as long as the spell lasts. The caster cannot cast spells, use scrolls or activate magic items while the spell lasts but otherwise can take normal actions. Imprisonment (MU-9) Casting Time: 1 action Realm: Structure Save: Yes Range: 240' Target/AOE: 1 creature **Duration:** Permanent Any creature targeted by this spell that fails its saving throw is imprisoned in a state of suspended animation in a sphere deep in the earth forever. Nothing can hurt or help the creature and only a Wish Spell can release the creature, and it must be cast in sight of the spot where the creature originally fell under the Imprisonment Spell. Meteor Swarm (MU-9) Casting Time: 1 action Realm: Fire Save: Yes--half Range: 240' Target/AOE: 8 x 20'x20' areas Duration: Immediate 8 fiery balls shoots forth from the caster's hand to 8 non-overlapping points within 240' in line of sight. At that point the ball explodes in a 20'x20' area doing 1d6 points of damage for each experience level of the caster. Anyone within the blast radius may make a saving throw to take only 1/2 the rolled damage. Any building caught in the effect suffers 1 point of siege damage per caster level. Power Word: Kill (MU-9) Casting Time: 1 action Realm: Magic Art Save: No Range: 120' Target/AOE: 1 creature Duration: Immediate Any single creature within range is chosen by the caster. If that creature has 60 or fewer hit points at that moment, it will be killed instantly with no saving throw. Refreshment (MU-9) Casting Time: 1 action Realm: Water Save: No Range: 240' Target/AOE: 60'x60' Duration: Immediate/1 hour The spell brings out the magical effects of life-giving water, healing all living creatures in the 60'x60' area all lost hit points of damage and gives them +2 to their morale scores for the next hour. Symbol (MU-9) Casting Time: 1 action Realm: Magic Art Save: Yes Range: Touch Target/AOE: 100x100' area Duration: Until triggered The caster traces a rune of power on an area. The rune will activate if anyone reads, touches or crosses it The spell effect will be a 100'x100' area centered on the rune, but the spell only affects those of a different alignment or otherwise hostile to the caster. Only a caster of higher level than the original can dispel it. There are several runes to choose from: Fear: all affected creatures will flee in terror for 1-4 turns Pain: all affected creatures will suffer -4 on all rolls for 1-4 turns Stun: up to 150 HD of creatures are stunned as Power Word Stun Insanity: up to 100 HD of creatures are driven completely mad (permanent) Death: up to 75 HD of creatures are killed. Vacuum (MU-9) Casting Time: 1 action Realm: Air Save: Yes Range: 240'

Target/AOE: 100'x100'x100' A cube 100' per side is targeted by the c

A cube 100' per side is targeted by the caster. The spell removes all of the air from that cube for 10 minutes. All living, breathing creatures within the cube must make an immediate saving throw or fall unconscious due to the shock of rapid air loss. Each round a breathing creature remains in the cube and has not fallen unconscious, it must make another save to avoid it happening. Any creature that remains in the cube, conscious or unconscious, for more than 15 rounds will have died from lack of air.

Duration: 10 minutes

Wish (MU-9) [Power Drain] Casting Time: 1 action Save: No Target/AOE: special

Realm: Knowledge Range: special Duration: Varies

This spell can change an event from the last year, e.g., cause a failed saving throw to pass or a passed saving throw to fail, or in the next year (e.g. arriving at the palace before the assassins do). It also can duplicate the effects of any spell (magic-user or cleric) of levels 1-6. The wish can also be used to create or summon any object worth 1500gp or less (includes most potions and scrolls). Any sort of other things might be wished for, but the Demon of Wishes does not like greed or grand ambitions, so the bigger the wish, the more likely that the wish's wording will be interpreted in a hyper-literal and inconvenient fashion. The caster must say "I wish..." when casting the spell, and there is no backsies, retconning or mind-changing, the first phrase uttered by the PLAYER is the wish.

CHAPTER THREE: FIGHTER COMBAT TRAININGS

3.0 Fighter Combat Trainings Overview List

Aim
Alert Reaction
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Berserk Rage
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Captain
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Hide in the Forest Horse Archer Horseman Kick 'Em When they're Down Lancer Mighty Blow Mighty War Cry Move Silently Not So Fast Observer On Guard Over watch Quick Draw Rally the Troops Rampage Rapid Chucker Reach for It Recruitment

Scooper Shield Sacrifice Shield Wall Siege Engineer Skirmisher Smash 'Em Down Spear-Fighting Split-Fire Split/Hook Shield Stand and Fight Storm of Arrows Stunning Blow Sweep Low Tactical Reposition Too Stubborn to Die Unarmored Fighting Unhorse

3.1 Fighter Trainings A-G

Aim

Use Time: 1 round

Roll: No Save: No A trained Fighter who takes a round without other action to take careful aim gains a +2 to hit on his next missile shot.

Alert Reaction

Use Time: None Roll: WIS d20 Equipment: None Save: No

Equipment: Missile Weapon

A trained Fighter can move or raise an alarm (but not attack) during a surprise round when he is the one surprised. Also, if he makes a WIS check, he is not subject to a surprise attack; such attacks are treated as normal attacks.

Ambush 3 (Prerequisite: level 4+)

Use Time: None Roll: No

Roll: No Save: No A trained Fighter increases the surprise attack advantage to +3 to hit and 3 times total. Missile weapons used in an ambush must be shot from 60' or less.

Berserk Rage

Use Time: 1 round or None Roll: No Equipment: None Save: Yes, fighter himself to resist rage

Equipment: Any Weapon

A trained fighter may take 1 combat round to prepare and then will go into a mad battle-rage, gaining +2 on his damage rolls, does not need to make Morale Checks, and gets +6 to saves vs Fear spells or effects. If he is hit for damage by any source, he will be forced into the same rage, unless he makes a save. The Fighter +2 class bonus does apply to this save. Once in a rage, he must continue attacking all around him, his friends even, if he should run out of enemies, until he makes a Saving Throw to come out of the rage. Badgermon get this training for free.

Brawler

Use Time: None Equipment: None Roll: Normal to hit Save: No A trained Fighter does 1d4 damage with kicks and punches instead of 1 point for fists or 1-2 for kicks. Buckler Expert Use Time: None Equipment: Buckler Roll: No Save: No

A trained Fighter can gain the +1 AC for using a buckler, but still hold something in his shield hand, even use a 2-handed weapon while gaining the buckler AC bonus. Also, a single buckler does not count as an "item" for encumbrance. **Buster** Use Time: 1 round or 1 turn Equipment: Axe or Pry bar Roll: STR d20 Save: No A trained Fighter can open a chest, door or other container in a single attempt (see Breaking Things rules), it's quicker and more likely to succeed having this training, but just as likely to attract wandering monsters for the one attempt. Ogres and Half-Ogres get this training for free. Captain Use Time: 1 month or None Equipment: soldiers Roll: No Save: No A trained fighter can command up to 10 soldiers per experience level, instead of the usual 1 per CHA point. Also, the trained fighter can use the "Raise Troops" process during downtime (see Book 4) Crack the Shell Use Time: None Equipment: weapon rated AM or AP Roll: No Save: No A trained Fighter using a weapon that has the AM code (anti-mail) gains a +1 to hit against targets wearing scale, lamellar or chain mail armors (or reptilian monsters or animals with scaly hides). If the weapon has the AP code (anti-plate) he gains a +2 to hit targets in brigandine or plate armor (or bugs, turtles or crab like monsters or rock-like or metallic monsters). **Defensive Fighter** Use Time: 1 round Equipment: Melee Weapon Roll: No Save: No A trained fighter can double his Parry AC bonus, from the regular +3 to a +6 if he gives up all his attacks and Extra attacks for the round (Maximum AC of 23 still applies). Parrying cannot be done if surprised. Disarm Use Time: Attack action Equipment: Weapon rated DA Roll: hit AC 15 Save: Yes If a trained Fighter is using a weapon with the code DA against an enemy who is using a weapon of an equal or smaller size code, he can attempt to knock the enemy's weapon out of his hand. The fighter must make a "to hit" roll against AC 15, and then the target must make a saving throw or see his weapon fly off onto the ground. Fast Weapon Fighter Use Time: extra attack Equipment: Size S weapon Roll: regular to hit Save: None A trained fighter using any size S melee weapon gets an extra attack each round when fighting an enemy who either is Size L or G, or is using a Size L or G weapon. **First Aid** Use time 1 round (blood loss) or 1 turn (hp) Equipment: Healer's Bag Roll: INT d20 Save: No A trained Fighter can patch up wounded after a battle by making an INT d20 check, healing 1d4 hit points. 1 attempt per person per battle and it must be attempted within 1 hour of the damage being taken. It takes 1 turn to attempt, so at most 6 healing attempts can be made by the Fighter after any battle. Unskilled characters can make an attempt by rolling INT on less on a d100. First Aid can also be used to stop the 1 hp/round blood loss of a critically injured character in a single round (but not to restore one to consciousness). Requires a Healer's Bag. Flurry of Blows Use Time: Attack action Equipment: Melee Weaponry Roll: Regular to hit Save: No A trained Fighter can declare a Flurry of Blows for his attack action, gaining a number of wildly aimed extra attacks at the cost of losing hit points from the exertion. He picks a number of blows from 2 to 5 and attacks. The first blow is -1 to hit and the fighter takes 1 hp of damage. The second blow is -2 to hit and the fighter takes 2 more hit points of damage. The third blow is -3 to hit and the fighter takes 3 more points of damage. The fourth blow is -4 to hit and the fighter takes 4 more points of damage. The fifth blow is -5 to hit and the fighter takes 5 more points of damage. The fighter may not cancel his Flurry unless it is impossible to reach an active target. Any round when a fighter declares a Flurry of Blows, he cannot gain Rampage Attacks. Forager Use Time: 1 day as travels Equipment: None Roll: WIS d20 Save: No

A trained Fighter can find enough food and water for 1d4 people per day of normal travel (except in desert, high mountain or artic conditions) by making a WIS d20 check. He can double that amount if he does no traveling. Any day that his roll fails means that the area is "played out" for at least a week (Judge's ruling for time).

3.2: Fighter Combat Trainings H-N

Hack on the Run

Use Time: None

Roll: STR d20

Equipment: Weaponry Save: None

A trained fighter can interlace his movement with his melee attacks in any proportion. So he could move a portion of his movement, make a melee attack and the complete his movement. For example, Thorvald who has a move of 25', he moves 5' then kills an orc, but since he has "Rampage" he's eligible for another attack, he moves 10 more feet and hacks down a second and then 10' more and then hacks a third. Most other characters can only move before they make attacks or after their attacks are finished. Any training that grants additional melee attacks can be used with Hack on the Run except Stand and Fight or Kick 'em When they're Down. A fighter on horseback can use Hack on the Run, provided he has the Horseman training. Hack on the Run does not exempt one from the Extra Attacks that are provoked by leaving melee combat.

Hide in the Forest

Use Time: Move Action

Roll: WIS d20

Save: None A trained Fighter can find a tree or bush in which to hide, motionless until an enemy passes by or turns his back by rolling a WIS d20 check, other characters have to rely on the surprise roll. This skill works day or night, provided there are ample trees, bushes or undergrowth in which to hide.

Horse Archer (Prerequisite: Horsman Training)

Use Time: None Roll: No

Equipment: Bow and Horse Save No:

Equipment: None

A trained Fighter, who has also taken the Horseman training, can shoot a missile from horseback without the -4 to hit penalty.

Horseman:

Use Time: None

Roll: DEX d20 to quick mount

Equipment: Horse Save: No

Equipment: None

Equipment: Warhorse, Lance

A trained fighter ignores the -1 to hit penalty with melee weapons while fighting from horseback. He can also leap on or off his horse with a DEX d20 check, without using an attack or move, unless he fails the check, which means loses both. He also gains +1 AC to himself and his horse when attacked by enemies who are not mounted. Only trained fighters can have their warhorses attack enemies while someone is mounted on them (the horse must be a warhorse and still may not both move and attack if mounted). This training is required to take Lancer or Horse Archer trainings.

Kick 'Em When They're Down

Use Time: Extra Attack

Roll: No

A trained Fighter gains an Extra Melee Attack against any opponent in melee contact who is knocked prone that round, either by his own action or by any other source. The melee attack should get the regular +3 to hit for attacking a prone enemy.

Save: None

Save: No

Lancer: (Prerequisite: Horseman)

Use Time: None

Roll: Regular to hit

A trained Fighter, who has also chosen the Horseman training, using any sort of Lance and riding on a Warhorse (or warlike fantasy mount) will gain a +2 to hit and doubles his entire damage total against the first target he attacks in a round provided he has made a charge.

Mighty Blow

Use Time: 1 round Roll: Regular to hit, -4 Equipment: melee weapon in 2-hands Save: On miss, Fighter save or break weapon

A trained Fighter can once per turn (10 minutes) elect to strike a Mighty Blow. He may not move during the round, must be using a weapon in 2 hands, and suffers a -4 to hit. However, he adds his entire STR ability score to his damage total (NPc's without a STR rating get 3d6 extra damage points). He may take this training multiple times, each choice allows him an additional great blow per 10 minutes. If the fighter misses the attack, he must make a saving throw or he has shattered his weapon in a fearsome crash into the ground, if the weapon is magical, it is merely shaken out of his hands by the impact. Extra attacks the happen the same round as the Mighty Blow are NOT Mighty Blows.

Mighty War Cry

Use Time: full round Roll: STR d20

Equipment: Voice or Horn Save: MOR check

A trained Fighter can make a mighty shout or blast on a war horn to intimidate enemies. Spending both a move and an action, up to once per 10 minutes, enemies with 4 HD or less within 60' must make a morale check or retreat.

Move Silently

Use Time: None Roll: DEX d20 Equipment: No heavy armor Save: No

A trained Fighter can sneak away or up behind someone who is looking the other way by making a DEX d20 check. Other characters must rely on the surprise roll. A character or group of characters (at least 60' away from allies without the skill) all of whom make their Move Silently will get a round of surprise on enemies, in addition to any surprise rolled. In a combat, characters who begin as hidden or otherwise unseen and who make a skill check can sneak up behind an enemy not looking in their direction, to get an ambush attack attempt. Fighters may not wear scale, chain, brigandine or plate armor when moving silently.

Not So Fast

Use Time: Extra Attacks Roll: No Equipment: Melee Weaponry Save: No

A trained Fighter gains an Extra attack against 2 opponents who move out of melee contact in a round (not making a Fighting Withdrawal) instead of the usual 1. At 5th level, that increases to 3 opponents, at 10th level to 4 opponents.

3.3 Fighter Combat Trainings O-S

Observer

Use Time: None or 1 action Roll: WIS d20 or WIS and INT d20

Roll: WIS d20 or WIS and INT d20 Save: No A trained Fighter can, with a WIS d20 check, spot the general location of an invisible combatant that he knows is present, allowing him and his allies to make an attack, with a -4 penalty still, against it (no action spent to spot, but must declare the attempt). He can also use a move or attack to scan for those Hiding in Shadows or Hiding in the Forest, needing to pass both a WIS d20 and INT d20 to spot them in hiding.

Equipment: None

On Guard

Use Time: 1 full round Roll: No

Equipment: Melee Weapon Save: No

A trained Fighter with a melee weapon can give up his move and attack and keep his weapon aimed at a particular target or spot. If the target moves, the fighter can instantly hack, before the target can otherwise act. If a spot is chosen, the fighter can hack the first enemy who crosses or enters the spot instantly, regardless of whose round it is as an extra attack. A character with a R1 weapon can make that spot 5' away from contact, a character with a R2 weapon can make that spot or target.

Over Watch (Prerequisite: Aim) Use Time: 1 full round

Equipment: Missile Weapon Save: No

A trained Fighter with a missile weapon can give up his move and attack and keep his weapon aimed at a particular target or spot. If the target moves, the fighter can instantly shoot as an extra attack, before the target can otherwise act. If a spot is chosen, the fighter can shoot the first enemy who crosses or enters the spot instantly as an extra attack regardless of whose round it is.

Pimp Slap

Roll: No

Use Time: attack action

Roll: Regular to hit

Equipment: None

Save: MOR

A trained Fighter can slap a mortal who has fewer Hit Dice than his own (or the same number if the target is of a smaller size code) before active hostilities have begun. The slap is humiliating, and the target must make a MOR check or cower/give way/give in to the Jack (within Judge's ruling). If the target is the leader of a group, the entire group must make a MOR check if the target fails his.

Quick Draw

Use Time: None Roll: No Equipment: Any Save: No

A trained Fighter may switch weapons during a round (for example, put away bow, get out sword and shield) without using his attack or move or without dropping an item onto the ground.

Rally the Troops

Use Tome: attack action Roll: No Equipment: None Save: No

A trained Fighter may use his attack action to make a heroic exhortation to any soldiery under his authority within 60' which will rally those with broken morale and make them immune to morale checks for the next 1d4 rounds. No CHA check is needed for success.

Rampage

Use Time: Extra Attack Roll: Normal "To Hit" Equipment: Melee Weaponry Save: No

he may make an Extra Attack against any opponent in reach. He may repeat this each time he drops an enemy to a maximum of 1 Extra Attack per experience level or 8, whichever is lower, in any given round. The Judge may grant this power to monsters (e.g. Trolls, Dragons or Giants) at his discretion. Rapid Chucker (Prerequisite: Quick Draw) Use Time: Move Action Equipment: Hurled Weapon Roll: Normal "To Hit" Save: No Any time a trained Fighter who does not move in a round may throw an additional hurled weapon, provided that the weapon is in a bandoleer (knife or dagger) or quiver (dart or javelin) or in his belt (hatchet, hand axe, It. hammer, but maximum of 1 can so be stored). Reach for It (Prerequisite: Spear Fighting) Use Time: Extra Attack Equipment: Longer weapon than enemy Roll: Normal To Hit Save: No if a trained Fighter has a weapon that is longer that his opponent's on the round that the two first come into melee contact (when neither was currently in contact with anyone) then the Fighter gains an extra attack, before the opponent may attack. This extra attack does not stack with the extra attack for On Guard. Weapons rated from longest to shortest as follows: Those with R2 code are longest, then R1, then size code L, then code M, then code S, then fists. If the opponent is an animal or monster that does not typically use weapons, then count their length as 1 less than their sized code. So a size L bull would count as a code M weapon. Recruitment Use Time: 1 week or 1 turn Equipment: Common Language Roll: CHA d20 Save: No A trained Fighter can replace a general search for henchmen or hirelings with a specific one by making a CHA d20 check. It still takes a week but costs no money and results with the fighter being able to look through the henchman or mercenary deck and picking the card he desires. A CHA d20 roll can also be used in a dungeon to get a band of mortals who have agreed to negotiate to join forces with the party (terms and conditions apply-if it is a band of 1-HD orcs, bandits, dwarves, for example, they'll want about 10gp each). You need to be able to communicate in a common language for this to work. Finally, the fighter can perform the "Create a Henchman" process (see book 4). Scooper Use Time: Extra Action Equipment: Any Roll: No Save: No A trained Fighter can pick up an item from the ground without spending either a move or attack. Shield Sacrifice Use Time: None Equipment: Shield (not buckler) Roll: No Save: No A trained Fighter who is using a shield can declare a shield sacrifice when hit in combat. His shield is then destroyed by the blow in question, but he suffers no damage from that attack. A Sturdy Shield (masterwork) can be used twice before being destroyed. Magic shields have no special exemption and are also destroyed if sacrificed. Shield Wall Use Time: none Equipment: Shield and 2 friends with shields Roll: No Save: No If three or more trained Fighters who each has a shield or sturdy shield (not a buckler) stand side-by-side double the protective value of their shields to their front (+4 instead of +2). However, they may only move at half normal rate. **Siege Engineer** Use Time: Special Equipment: Special Roll: To Hit (shooting) INT d20 (build) Save: No The trained fighter may build and use siege engines of various kinds. Building them takes 1 day per 10gp of retail cost, 1/3 of the retail cost spent on materials, and an INT d20 check. At least 1 person with siege engineer training must make up the crew of each engine. See book 4 for details. Skirmisher Use Time: None Equipment: no heavy armor nor shield Roll: DEX d20 Save: None A trained Fighter who has lost initiative and who is wearing clothes, leather, gambeson, hides or lamellar for body armor and who has no shield or only a buckler, may make his move before an enemy who has won initiative and who attempts to close to melee contact with the fighter. Smash 'Em Down Use Time: None Equipment: Size L or G weapon Roll: normal To Hit Save: Yes if a trained Fighter is using a Size L or G weapon and hits a Size M or smaller target, the target must make a save or be knocked prone. This does not need to be declared nor is it in place of regular damage.

Any time a trained Fighter drops an enemy to 0 hit points or below in hand-to-hand combat (not missile fire),

Spear-Fighting:		
Use Time: Attackaction Roll: Normal Attack Roll	Equipment: Spear, Bill, Halberd, Pike or Lance Save: No	
A trained Fighter who is using a Spear, Bill, Halberd, Pike or Lance can get several benefits:		
 He may make a melee attack when not in melee contact, up to 5' away (10' for pikes). He may make a melee attack when in the 2nd row of a formation (and 3rd for pikes) against those in contac with the first row. 		
If he makes a melee hit (with a Spear or Pik charged during that round.	te only) he will score double total damage scored if the target had	
	tage when attacking an enemy mounted on a horse or similar	
Split-Fire		
Use Time: None Roll: No	Equipment: Missile Weapon Save: No	
	ement allowance, shoot any missile weapon, and then move the	
rest of his movement. Normally, shooting ends move		
Split or Hook Shield:		
Use Time: Attack Action Roll: To hit AC 15	Equipment: Weapon Rated SS Save: Yes	
	(mostly axes) can declare he is attempting to Split or Hook an	
	I of doing damage on a hit, the defender must make a Saving	
	Id split into pieces, destroyed, or it will be hooked and yanked	
	Sturdy Shields (see book 4) are always hooked, not destroyed.	
Stand and Fight		
Use Time: Move Action	Equipment: Melee Weapon	
Roll: STR d20	Save: No	
	can use his Move Action to make a melee attack. In other words,	
if he does not move, he may make 2 regular attacks with a hand-to-hand (melee) weapon. This might give him an extra opportunity to make a Rampage extra attack, but does not double the number of Rampage attacks he can		
make per round. If he fails the STR check, he loses		
Storm of Arrows (Prerequisites: Aim and Split-Fire		
Use Time: Full Round Action	, Equipment: Bow (not crossbow, sling or hurled)	
Roll: Regular to Hit, -2,-4,-6	Save: No	
	long bow, horse bow or composite bow) and who does not move	
	If he hits with either of his normal 2 shots, he can make a third	
shot at -2 and if he hits may make a fourth shot ad -4	and if he hits may make a 5 th shot at -6 to hit.	
Stunning Blow (Prerequisite: Brawler)		
Use Time: None Roll: STR d20	Equipment: Fist, Lt. Hammer, Baton, Club, Mace, Staff Save: Yes	
	while using one of the lighter blunt weapons, in addition to normal	
damage can Stun a mortal or animal victim, who fails		
Sweep Low: (Prerequisite: Brawler)		
Use Time: Attack Action	Equipment: leg, spear, bill, staff, halberd, great axe, or maul	
Roll: To hit AC 15	Save: Yes	
	n with a long haft to try to sweep the legs out from under an	
opponent. He must hit AC 15, and the target then makes a saving throw or is knocked prone. If the target passes his		
save and the attacker was using his leg, then the atta	acker must save of fail profie.	
3.4 Fighter Combat Trainings T-Z		
Tactical Reposition		
Use Time: None	Equipment: None	
Roll: DEX d20	Save: No	
	n 1 foe in melee contact, without provoking an Extra Attack, and	
without spending his attack or move (other than for actually moving) per round.		

Too Stubborn to Die

Use Time: None Roll: Saving throw Equipment: None Save: Yes (fighter himself) A trained Fighter brought to 0 hit points or fewer, he can remain conscious and keep fighting if he makes a saving throw. He may still be losing 1 hit point per round due to blood loss. He can keep fighting until hit again, at which he must make a saving throw or fall unconscious. When he reaches a negative number of hit points greater than his CON, he will automatically die. When all enemies are dead or out of sight, he will collapse into critically injured unconsciousness.

Unarmored Fighting

Use Time: None Roll: No

Equipment: No armor or shield or buckler Save: No

A trained Fighter adds +1 to his AC when wearing no body armor nor using a shield or bucklerl. He may take this training up to 8 times and the AC bonus stacks. The AC does not count against a surprise attack. **Unhorse** (Prerequisite: Spear Fighting)

Use Time: attack action

Roll: To hit AC 15

Equipment: Weapon rated UH Save: Yes

When a trained Fighter uses a weapon with the "UH" code against a target mounted on a

horse (or similar mount) he can declare he intends to unhorse the target. If he scores a hit vs AC 15, the target suffers no damage, but must make a Saving Throw, or he will be knocked prone to the ground, off his horse. He must make a second save or he will be stunned, for his next round, and suffer 1d4 damage.

CHAPTER FOUR: JACK SKILLS

4.0 Jack Skill Overview List

Abject Flight Alchemy, Basic Alchemy, Advanced Alert Reaction Ambush 3.4.5 Arrow Master **Battle Medic Battle Trained** Bibliophile Blackjack Brew Master of the Mysteries Buckler Expert **Buckler Master Bushwhacker** Buster Cache Camp Master Careful Aim Chef of the Mysteries Climb Walls **Cloaked Obscurement Cloak in Your Face Cloak Trick** Dagger Danger Dagger Master **Dagger Surprise Dancing Machine Detect and Treat Disease Detect and Treat Poison** Disguise **Distracting Banter** Double Dagger Enchanting Music **Enchanting Song**

Escape Artist First Aid Forager **Game Hunter** Glorious Sona Grenadier **Healing Master** Hear Noise Herbalism Hide in the Forest Hide in the Shadows Holy Barrier Hunt Master Jockev Knot Expert Lock Master Make Poison Master Craftsman **Master Creator Mesmerizing Song** Militia Trained Monster Hunter Monster Lore Mortal Lore Move Silently Mummery **Music Master** New Language Observer Occupation Path Finder

Open Lock Pack Hauler Pick Pockets **Piercing Arrow** Pimp Slap **Pit Master** Potion Maker Razzle-Dazzle **Read Languages** Read Scroll Recruitment Repairman Rope Thrower Salt in the Eves Searcher Secret Door Expert Shadow Master Sling Stun Split-Fire Stab and Run Stab them when they're down Stonework Supernatural Lore Swapper Target Guidance **Terrible Song** Tracking Trap work **Treat Critical Injury** Use Wand Walking Stick

4.1 Jack Skills A-G

Abject Flight

Use Time: None Equipment: None Prerequisites: None Skill Check: Yes

Prerequisites: None

Skill Check: Yes

A skilled Jack can escape from all melee contacts without enemy extra attacks , but can only make a double move. If the skill check fails, the enemy gets their extra attacks, but they don't count as surprise attacks.

Alchemy, Basic

Use Time: 1 turn

Equipment: Alchemy Kit

A skilled Jack can use a Alchemy Kit to identify any alchemical product he discovers on adventure. It also allows the character to identify a potion without tasting it. A character with this skill can carry 20 alchemical items in a kit and it counts as 1 item. These attempts require the Jack to have an Alchemy Kit.

Alchemy, Advanced

Use Time: 1 week

Equipment: Alchemy Laboratory

Prerequisites: Alchemy, basic Skill Check: Yes

If a skilled Jack has his own Alchemy Laboratory, he can produce Alchemical Products for 1/3 the full price, at a speed of He can make 1 dose per day plus 1 dose for each even number level he reaches (1 dose at level 1, 2 at levels 2-3, 3 at level 4-5).

Alert Reaction		
Use Time: None	Prerequisites: None	
Equipment: None	Skill Check: Yes	
A skilled Jack can move or raise an alarm (but not attack) during a surprise round when he is the one		
surprised. Also, he is not subject to a surprise attack	; such attacks are treated as normal attacks.	
Ambush 3		
Use Time: None	Prerequisites: level 2+	
Equipment: None	Skill Check: No	
A skilled Jack increases his bonus for all sui not need to make a skill check.	rprise attacks he makes to +3 to hit, and triple damage. He does	
Ambush 4		
Use Time: None	Prerequisites: Ambush 3; level 6+	
Equipment: None	Skill Check: No	
A skilled Jack increases his bonus for all su	rprise attacks he makes to +4 to hit, and four times the damage.	
He does not need to make a skill check.		
Ambush 5		
Use Time: None	Prerequisites: Ambush 4; level 12+	
Equipment: None	Skill Check: No rprise attacks he makes to +5 to hit, and five times the damage.	
He does not need to make a skill check.	prise attacks he makes to +5 to hit, and five times the damage.	
Arrow Master		
Use Time: None	Prerequisites: Careful Aim; level 8+	
Equipment: None	Skill Check: No	
If a skilled Jack does not move, and uses s	hort bow, longbow, horse bow, composite bow or heavy war	
bow, he increases his ROF to 3.		
Battle Medic		
Use Time: none Equipment: Healer's Bag, Krangor	Prerequisites; Treat Critical Injury, Alchemy-Basic, level 3+ Skill Check; Yes	
	as at one higher die type than his level indicates. If he reaches	
	se a dose of Essence of Krangor to heal 1d4 hp of damage from	
	int and full consciousness in 1 round instead of 1 turn.	
However, Krangor is tricky; if the Jack fails his skill ch	neck, the patient takes 1d3 damage as per the bad side of	
Krangor.		
Battle Trained		
Use Time: None	Prerequisites: Militia Trained, level 8+	
Equipment: None	Skill Check: No	
	dine armor to his list of permitted armor, and 2 additional non-	
Jack weapons to his permitted weapons. Additionally	, he can choose one of the following Fighter Training items:	
Fast Weapon Fighting, Spear-Fighting, Crack the She	ell, Split/Hook Shield, Knock 'Em Down, Horseman or Over	
Watch.		
Bibliophile		
Use Time: 1 turn	Prerequisites: None Skill Check: Yes	
Equipment: None	ormy" books and the presence of magical or mundane traps on	
	ck can appraise the fair resale value of non-magic books found	
on adventure. The herb vermifuge is the only treatme		
Blackjack		
Use Time: Attack Action	Prerequisites: none	
Equipment: blackjack	Skill Check: Yes (save too)	
	metal bits to knock out enemies. On a surprise attack, if the	
skilled Jack hits with blackjack, it acts as 1d4 weapon. If the Jack makes a skill check, the victim is stunned for one round (can only half move and defend himself) and must make a save or be knocked unconscious for 1 hour or until		
magically healed or patched up with Treat Critical Injury skill.		
Brew Master of the Mysteries		
Use Time: 1 day	Prerequisites: None	
Equipment: Kitchen and Market	Skill Check: Yes	

Each time the Jack takes this skill, he gains the knowledge of how to prepare 1 of the Special Beverages from book 3 (Owlbear Punch, etc.). He can make 1 serving per day plus 1 serving for each even number level he reaches (1 serving at level 1, 2 at levels 2-3, 3 at level 4-5). Must have access to a kitchen and a market.

Buckler Expert

Use Time: None Equipment: None

A skilled Jack can gain the +1 AC for using a buckler, but still hold something in his shield hand, even use a 2-handed weapon while gaining the buckler AC bonus. Also, a single buckler does not count as an "item" for encumbrance.

Prerequisites: None

Prerequisites: Buckler Expert

Prerequisites: Hide in Shadows or Hide in Forest

Skill Check: No

Skill Check: Yes

Skill Check: Yes

Prerequisites: None

Skill Check: Yes

Buckler Master

Use Time: None

Equipment: Buckler

When using a buckler, the skilled Jack gains an additional +1 to AC. Also, if he makes a skill check (and is not using his shield hand for anything else) he can make an extra melee attack with his buckler for 1d4 damage.

Bushwhacker

Use Time: None

Equipment: Missile Weapon

When attacking from Hiding, a skilled Jack makes a skill check to re-roll if he misses with his first missile shot in the round.

Buster

Use Time: 1 action (but only 1/turn)

Equipment: Pry Bar or Axe

A skilled Jack can open a chest, door or other container in a single attempt (see Breaking Things rules), it's quicker and more likely to succeed having this skill, but just as likely to attract wandering monsters for the one attempt. Ogres and Half-Ogres get this skill for free.

Cache

Use Time: 1 action or turn

Equipment: None

A skilled Jack can hide an object on his person (size permitting) or in the general environment where normies can't find it. The Jack does not roll his skill check until the first normie tries to find his cached item. Jacks skilled in Searcher can attempt to discover the cached item. Caching a small object on one's person takes an action, a larger item in the environment can take a turn (Judge's ruling).

Camp Master

Use Time: 1 round/1d4 turns Equipment: Flint and Steel

A skilled Jack can light a fire with flint and steel in a single round, rather than in a turn, can set up a camp to keep food safe from scavengers and finster weevils, and can choose shelter that will mitigate adverse weather effects.

Careful Aim

Use Time: 1 round

Equipment: Bow or Crossbow

Chef of the Mysteries

Use Time: 1 day

Equipment: Kitchen and Market

Each time the Jack takes this skill, he gains the knowledge of how to prepare 1 of the Special Foods from book 4 (Awesome Pie, etc.). He can make 1 serving per day plus 1 serving for each even number level he reaches (1 serving at level 1, 2 at levels 2-3, 3 at level 4). Must have access to a kitchen and a market.

Equipment: No heavy armor

Skill Check: Yes

Prerequisites: None

Prerequisites: None

Skill Check: Yes

Prerequisites: None

Skill Check: No

Prerequisites: None

A skilled Jack who takes a round without any action to take careful aim gains a +2 to hit on his next shot with a bow or crossbow with which he is proficient.

Skill Check: Yes

Climb Walls

Use Time: Move Action

Prerequisites: None

Skill Check: Yes

While anyone can climb a tree or rough cliff-side with a STR check, a skilled Jack can climb virtually any surface. Skill check is used when the surface is too smooth for most people to even to attempt. Such climbing cannot be attempted in chain, scale, brigandine or plate armor. The Jack climbs at half his regular movement rate per round.

Cloaked Obscurement

Use Time: Move action Equipment: Cloak

Prerequisites: Cloak Trick Skill Check: Yes

A skilled Jack with a dark, hooded cloak can use it to aid in his Hiding. If sets himself up with the cloak ahead of time using a move action, and fails a Hide in Shadows or Hide in Forest check, on a C.O. skill check, he may re-roll the hide.

Cloak in Your Face

Use Time: attack action

Equipment: Cloak

Prerequisites: Cloak Trick Skill Check: Yes; save after first round

A skilled Jack can pull his cloak over the head of an opponent in melee contact, obstructing his vision and range of motion. The target will be at -4 on his "to hit" rolls and cannot cast spells, shoot missiles, use a scroll or throw anything for the first round. Subsequent rounds, the Jack may try to maintain the cloak in place, which takes his attack action, requires a skill check and allows a saving throw.

Cloak Trick

Use Time: move or attack action Equipment: Cloak, No heavy armor Prerequisites: Hide in Shadows Skill Check: Yes

Once per combat, a skilled Jack whirls a cloak around, hiding his precise location. For the round he does so, which takes either his move or attack action, his choice, all missile weapons targeted at him are at -4 to hit.

Dagger Danger

Use Time: Extra Attack Equipment: Dagger Prerequisites: Double Dagger Skill Check: Yes

A skilled Jack can hold a dagger in his off-hand (but not with a buckler, even if he has Buckler Expert) and he can decide each round whether to use it to parry giving him a +1 AC that round (but not against missiles) or to risk a skill roll to try to make an extra attack with dagger. He needn't be holding a dagger in his primary hand.

Dagger Master

Use Time: None Prerequisites: Dag. Danger, Dag. Surprise, Double Dag., Ivl 8+ Equipment 1-2 daggers Skill Check: No

A skilled Jack does not need to make a skill check to use the Dagger Danger, Dagger Surprise or Double Dagger effects in combat.

Dagger Surprise

Use Time: Attack Action

Equipment: Dagger or Blackjack

Prerequisite: Cache, Swapper Skill Check: Yes

A skilled Jack can hide a dagger on his body, up his sleeve etc, and on a skill roll can whip it out and make a surprise attack on an enemy either in melee contact or at short dagger throwing range. A Jack with Blackjack skill can also use this skill to attempt a blackjack surprise attack.

Dancing Machine

Use Time: full round	Prerequisite: Razzle-Dazzle
Equipment: None	Skill Check: Yes

A skilled Jack can begin a spectacular dance routine any round when he is not in melee contact. If he passes the skill check, every mortal in visual range will pay at least some attention to him, allowing any of his allies to re-roll any missed Hide in Shadows, Hide in Forest or Move Silently roll they may miss during the round.

Detect and Treat Disease

Use Time: 2d4 hours Equipment: Healer's Bag Prerequisites: First Aid

Skill Check: Yes

A skilled Jack can diagnose a disease contracted by a patient. After a course of treatment taking 2d4 hours, the Jack can attempt to treat the disease with a skill check. If the treatment works, the patient gets a new saving throw attempt to recover from the disease. The Jack can only make one attempt per patient per disease.

Detect and Treat Poison

Use Time: 1 action	Prerequisites: First Aid
Equipment: Healer's Bag	Skill Check: Yes
A skilled Jack can detect the presence and t	ype of poison on a trap, blade, dish of food etc. I
detect whether a potion is indeed poison. The skill als	so allows limited poison treatment, if a poisoned
the stand by a skille distance while the project is still a stive	ar within 10 minutes of infliction allow a second

treated by a skilled Jack while the poison is still active or within 10 minutes of infliction, allow a second saving throw. **Disguise**

Use Time: 1 turn

Equipment: Disguise Kit

Prerequisites: None

Skill Check: Yes, Sometimes a Save

A skilled Jack can disguise himself as a different person of roughly the same size as himself. To take on a generic appearance, like "some farmer" requires a simple skill check. To try to mimic a specific person gives all who interact with the Jack a saving throw. Judge many impose additional checks or saves if the disguised Jack tries to do things that are increasingly out of character, risky or demanding.

It will even person is

Hold Monster of Dift Pile spells.	
First Aid	
Use Time: 1 turn (hp) or 1 action (blood loss)	Prerequisites: None
Equipment: Healer's Bag	Skill Check: Yes
A skilled Jack can patch up a wounded	person after a battle, healing 1d4 hit points. Only 1 attempt per
person per battle is allowed, and it must be atter	mpted within 1 hour of the damage being taken. It takes 1 turn to
attempt, so at most 6 healing attempts can be m	nade by the Jack after any battle. Unskilled characters can make an
attempt by rolling INT on less on a d100. First /	Aid can also be used to stop the 1 hp/round blood loss of a critically
injured character (but not to restore one to conse	ciousness) this takes only 1 action.
Forager	
Use Time: As travels	Prerequisites: None
Equipment: None	Skill Check: Yes
A skilled Jack can find enough food and	d water for 1d4 people per day of normal travel (except in desert, high
	nat amount if he does no traveling. Any day that his roll fails means
that the area is "played out" for at least a week (Judge's ruling for time). Throughout day.
Game Hunter	
Use Time: 1d6+1 hours	Prerequisites: Tracking
Equipment: None	Skill Check: Yes
.	ours in a terrain where a particular normal animal is wont to live, can
	ave to stumble around waiting for a random encounter roll
Glorious Song	
Use Time: 1 action	Prerequisites: None
Equipment: Voice	Skill Check: Yes
	allow a friendly a second saving throw against any enchantment
	sting) or similar monster's charm effect. He can also sing to inspire
friendly combatants to gain an additional +1 to h	it if they charge.
Grenadier	
Use Time: Extra Attack	Prerequisites: Swapper, (Alchemy, Basic)
Equipment: Flasks and Bandoleer	Skill Check: Yes

A skilled Jack can cause 1 target per level within 50' to make a save or lose its next attack action being mesmerized by the sound of the song (no common language needed)

Escape Artist

Use Time: 1 action or 1 turn Equipment: None

(depending on the Judge's ruling) on a single roll. A skill check even allows a second save against Hold Person, Hold Monster or Dirt Pile spells.

First A

Forage

Use Tir

Game

Use Time:	1d6+1	hours
Equipment	None	

Distracting Banter Use Time: 1 action

Equipment: None

A skilled Jack can use clever conversation to distract another person. In combat the Jack must win initiative the round he attempts the banter (which counts as either his attack or move as he wishes), and if his skill succeeds, the target (1 only) makes a save or loses his attack for the round. Out of combat, a simple skill check will be enough to distract a target for a round.

Double Dagger

Use Time: Extra Attack Equipment: 2 Daggers

A skilled Jack can hold a dagger in each hand, and if he makes a skill check can use the second dagger to make a melee or hurled attack.

Enchanting Music

Use Time: 1 action Equipment: Musical Instrument

Skill Check: Yes A skilled Jack can play music that will allow his side to re-roll a Reaction check during failed negotiation, reroll a Charisma check to convince an NPC to make an agreement or even have a unit of friendlies re-roll a failed morale check (if within 25').

Enchanting Song

Equipment: Voice

Use Time: 1 action

Prerequisites: level 3+ Skill Check: Yes, and save

Prerequisites: Swapper

Skill Check: Yes

Prerequisites: None

Prerequisite Open Locks and Knot Expert.

Skill Check: Yes

A skilled jack can escape from any non-magical chains, locks, ropes or shackles in either a round or a turn

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Prerequisites: None Skill Check: Yes-also Save

A skilled Jack can become a skilled thrower of flask weapons. First, he gains the ability to use 2 bandoleers to carry 5 items each and only count as 1 item per bandoleer. Second, if he has thrown a flask weapon including holy/unholy water or oil, he can make a skill check and throw a second flask as an extra attack. If he has the Alchemy, Basic skill, he can also attempt to do this with alchemical thrown items, like acid, cling fire, tanglers, blinding powder.

4.2 Jack Skills H-N

Healing Master

Use Time: none Equipment: Healer's Bag

A skilled Jack makes his First Aid, Treat Critical Injury, Detect/Treat Disease and Detect/Treat Poison skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails. Hear Noise

Skill Check: No

Prerequisites: None

Prerequisites: None

Skill Check: Yes

Skill Check: Yes

Prerequisites: D/T Disease+Poison, T Critical Injury, level 5+

Prerequisites: Path find, Track, Game+Monst Hunter, level 8+

Use Time: 1 turn or 1 action

Equipment: None

When listening at a door to hear monsters on the other side, or to detect enemies creeping up, most characters need to roll 6 on 1d6. Skilled Jacks roll their standard roll. Listening at a dungeon door takes a turn, listening for more direct noises can take as little as 1 action.

Herbalism

Use Time: 1 turn or 1 day

Equipment: Herbalist's Bag

A skilled Jack can identify herbs or herbal products found on adventure or to find 1d6 doses of a random herb after a day searching. Requires an Herbalist's Bag. 1 turn/1 day. He can also carry 20 herbals in an Herbalist Bag and have them count as 1 item, while other characters can only carry 10.

Hide in the Forest

Use Time: 1 action

Equipment: None

Prerequisites: None

Prerequisites: None

Skill Check: Yes

A skilled Jack can find a tree or bush in which to hide, motionless until an enemy passes-by or turns his back by rolling this skill, other characters have to rely on the surprise roll. This skill works day or night, provided there are ample trees, bushes or undergrowth in which to hide.

Hide in Shadows

Use Time: 1 action

Equipment: No heavy armor

A Jack can find a dark corner to hide, motionless until an enemy passes-by or turns his back by rolling this skill, other characters have to rely on the surprise roll. This skill only works under dark, cluttered conditions, such as in dungeons or in a city or castle at night-time.

Holv Barrier

Use Time: 1 action

Equipment: Holy Water

check, the barrier will prevent undead or demons from crossing the line. The barrier lasts for 1d4 combat rounds. Uses 1 vial of Holy Water per use.

Hunt Master

Use Time: None

Equipment: Rope

A skilled Jack makes his Path Finder, Tracking, Game Hunter and Monster Hunter skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails.

Jockev

Use Time: 1 action

Equipment: Horse

A skilled Jack can get a horse he's riding to move an additional 10' per round, checking each round. He can also substitute his skill check for the regular DEX check for fancy horsemanship.

Knot Expert

Use Time: 7	1 action
Equipment:	Rope

Prerequisites: None Skill Check: Yes

Prerequisites: None

Skill Check: Yes

Prerequisites: None

Skill Check: Yes A skilled Jack can use a vial of Holy Water to trace a line 10' long on the ground. With a successful skill

Skill Check: No

Skill Check: Yes

	rap Work skill checks at one die type better than his level would
indicates. If he already has a d20 check level, he new	ver fails.
Make Poison	
Use Time: 1+ days	Prerequisites: Detect and Treat Poison
Equipment: Poisoner's Kit	Skill Check: Yes
	e poisons from book 4 at $\frac{1}{2}$ the retail price, in 1 day per every
10gp of the full retail price, but with no need to find a	source or risk arrest in doing so.
Master Craftsman	
Use Time: Special	Prerequisites: Occupation (Armorer)
Equipment: Craftsman's Workshop	Skill Check: Yes
	and weapons. It requires a craftsman's workshop and 25% of
	a number of days equal to the retail cost divided by twice the
Jack's level to complete the work. A failed skill check	c at the end means that the work was wasted.
Master Creator	
Use Time: Special	Prerequisite: Herbalism, Potion Maker, level 9+
Equipment: Alchemical Laboratory	Skill Check: No
	n, and Potion Maker (and Make Poison, Chef of the Mysteries
	ave them) skill checks at one higher die type than his level
indicates. If he reaches d20 roll normally, then he ne	ver fails.
Mesmerizing Song	
Use Time: 1+ round	Prerequisite: Enchanting Song, level 7+
Equipment: Voice and Instrument	Skill Check: Yes and Save too
	at causes 1 target (mortal or normal animal) per level within 50'
	d by the music. As long as the Jack keeps singing, the targets
will not make any attack or move actions, unless som	eone attempts to attack them in any way.
Militia Trained	
Use Time: None	Prerequisites: None
Equipment: None	Skill Check: No
	rmor, chain mail, and shields in addition to their normally
	t are not on the normal Jack list which he can then use without
penalty. No skill rolls required for these uses.	
Monster Hunter	
Use Time: 1d4+1 days	Prerequisites: Tracking
Equipment: None	Skill Check: Yes
	n a terrain where a particular monster is wont to live, can find a
	er characters just have to stumble around waiting for a random
encounter roll.	
Monster Lore	
Use Time: 1 action	Prerequisites: None
Equipment: None	Skill Check: Yes
	najor powers of a given monster (does not apply to extra-world
creatures such as Demons, nor the Undead, nor does	s it allow identifying class or level of mortals).
Mortal Lore	-
Use Time: 1 action	Prerequisites: None
Equipment: None	Skill Check: Yes
	and locations relating to a chosen mortal species. For example
	at an elven portrait was of Prince Doomoz the Magnificent, or the
· •	A Jack can choose this skill many times, focusing on a different
species each time.	
Move Silently	
Use Time: part of move action	Prerequisites: none
Equipment: No heavy armor	Skill Check: Yes

Prerequisites: Open Locks, Trap work, level 8+ Skill Check: No

A skilled Jack can untie any knot on a skill check, and can tie up an incapacitated enemy in a single round with very difficult knots (only a jack with Escape Artist can escape from it and only a knife or another Knot Expert can

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open them). Lock Master

Use Time: 1 action Equipment: Burglary Tools

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U Equipment: No heavy armor Skill Check: Yes

A skilled Jack can sneak away or up behind someone who is looking the other way using this skill. Other characters must rely on the surprise roll. A character or group of characters (at least 60' away from allies without the skill) all of whom make their skill rolls will get a round of surprise on enemies, in addition to any surprise rolled. In a combat, characters who begin as hidden or otherwise unseen and who make a skill check can sneak up behind an enemy not looking in their direction, to get a surprise attack attempt. Move Silently cannot be done while wearing scale, chain, brigandine or plate armor. Bugbears and Wood Elves get this skill for free.

Mummery

Use Time: 1 action

Prerequisites: none

Equipment: None

Skill Check: Yes

A skilled Jack can mimic clerics of his own alignment well enough to use clerical scrolls or talisman, made by those of his own alignment. Failing the skill check will ruin the scroll or expend a charge from the talisman. If clerical scrolls and talisman are found as treasure, and their alignment is not known, roll 1d6; 1-2=Lawful, 3-4=Neutral. 5-6=Chaotic.

Music Master

Use Time: none Prerequisites; Mesmerizing Song, Enchanting Music, Terrible Song, Glorious Song, level 10+ Equipment: None Skill Check: No

A skilled Jack makes his Enchanting Music, Enchanting Song, Mesmerizing Song, Terrible Song, and Glorious Song skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails.

New Language

Use Time: none

Equipment: None

Prerequisites: None

Skill Check: No

A Jack who chooses this skill adds one more language to the number he speaks and reads, regardless of his INT maximum.

4.3 Jack Skills O-S

Observer

Use Time: 1 action

Equipment: None

Skill Check: Yes (sometimes 2) A skilled Jack can spot the general location of an invisible combatant that he knows is present, allowing him or his allies to make an attack, with a -4 penalty still, against it. He can also use a move or attack to scan for those Hiding in Shadows or Hiding in the Forest, but must make 2 skill rolls to do so. High Elves and Half-Elves get this skill for free.

Occupation or Trade

Use Time: Special

Equipment: Sometimes

Prerequisites: None

Prerequisites: None

Skill Check: Sometimes

A skilled Jack can do tasks and earn his daily maintenance by performing a chosen occupation. Each time he takes a this skill he chooses another occupation. Example: a Jack who chooses "armorer" could make armor and weapons if he has the tools and raw materials, or take a job as an armorer to cover his daily upkeep for a period of time. Sample occupations include: farmer, sailor, tailor, smith, accountant, scribe, map-maker, merchant, teamster, juggler. I'd think that this skill is mostly for NPC losers.

Open Lock

Use Time: 1 turn

Equipment: Burglary Tools

A skilled Jack can open a locked door or chest with this skill. Each attempt takes 1 turn, but does not increase the chance of wandering monsters like smashing the chest in. Other characters can try acid, which makes things worse if you fail, or smashing which is noisy and destructive, see Book 4 for details.

Pack Hauler

Use Time: None

Equipment: Pack

Prerequisites: None

Prerequisites: None

Skill Check: Yes

Skill Check: No

A skilled Jack can carry 5 extra items at each level of encumbrance beyond a non-skilled person.

Path Finder

Use Time: As one travels

Equipment: None

Prerequisites: Tracking

Skill Check: Yes

A skilled Jack can find the fastest trail, determine the cardinal directions and avoid getting lost.

Pick Pocket

Use Time: 1 action Equipment: None

A skilled Jack can make a skill check to lift a coin purse or other item from a target. Other characters have no chance at this.

Prerequisites: None

Skill Check: Yes

Skill Check: Yes

Prerequisites: None

Skill Check: Yes plus MOR

Piercing Arrow

Use Time: Full Round

Equipment: Bow or Crossbow

A skilled Jack who has spent a round preparing a careful aim can shoot a bow or crossbow shot that will do an extra 4 points of damage. Moreover, if the arrow drops the target to 0 hit points, it will travel through the target and inflict any remaining points on a target standing behind the first (10' back or less).

Pimp Slap

Use Time: attack action

Equipment: hand

A skilled Jack can slap a mortal who has fewer Hit Dice than his own (or the same number if the target is of a smaller size code) before active hostilities have begun. The slap is humiliating, and the target must make a MOR check or cower/give way/give in to the Jack (within Judge's ruling). If the target is the leader of a group, the entire group must make a MOR check if the target fails his.

Pit Master

Use Time: none Equipment: None Prerequisites; Secret Door Ex, Stonework, Searcher, level 8+ Skill Check: No

A skilled Jack makes his Stonework, Secret Dorr Expert and Searcher skill checks at one higher die type than his level indicates. If he reaches d20 roll normally, then he never fails.

Potion Maker

Use Time: 1 week+

Equipment: Alchemist Laboratory

A skilled Jack who has an Alchemist Laboratory can create potions, just like a magic-user using the Brew Potions spell (replacing INT check with Skill Roll). The Jack must have a formula, which he must either find or create by analyzing an example of that potion (destroying the example in the process), requiring a skill check or the sample is ruined.

Razzle Dazzle

Use Time: 1 action

Equipment: None

A skilled Jack can use sleight of hand, grandiose gestures and charlatan's patter to confuse his enemies. If his side has lost initiative, he may give up either his move or his attack and make a skill roll, if he succeeds, he will be able to take his remaining either move or action before the enemies' actions.

Read Languages

Use Time: 1 turn

Equipment: None

A skilled Jack can make 1 attempt per document or inscription in a language he doesn't know to attempt to decipher it. Other characters must hire interpreters or use magic.

Read Scroll

Use Time: 1 action

Equipment: Magic Scroll

A skilled Jack can make 1 attempt to cast a spell off of any magic-user (not cleric) spell scroll, if he fails his skill check, the scroll is ruined and the spell does not go off. See Scrolls for further information. Jacks can be wearing any armor allowed to their class to try this.

Recruitment

Use Time: 1 week or 1 turn

Equipment: None

Prerequisites: Read Languages

Skill Check: Yes

Prerequisites: None

Skill Check: Yes

A skilled Jack can replace a general search for henchmen or hirelings with a specific one by making a skill check. It still takes a week but costs no money and results with the Jack being able to look through the henchman or mercenary deck and picking the card he desires. A skill check can also be used in a dungeon to get a band of mortals who have agreed to negotiate to join forces with the party (terms and conditions apply-if it is a band of 1-HD orcs, bandits, dwarves, for example, they'll want about 10gp each). You need to be able to communicate in a common language for this to work. Finally, the Jack can perform the "Create a Henchman" process (see book 4).

Prerequisites: Careful Aim, level 8+

Skill Check: Yes

Prerequisites: Alchemy, Advanced

Prerequisites: Distracting Banter

Skill Check: Yes

Prerequisites: Bibliophile

Skill Check: Yes

	kill check to lasso, the next round roll skill check to trip and force target			
prone (target gets a save).				
Salt in the Eyes				
Use Time: attack action	Prerequisites: None			
Equipment: Salt or sand	Skill Check: Yes and Save			
	an blind an enemy for 10 minutes to an hour. A Skilled Jack can blind a			
•	inds by throwing sand or salt into its eyes. He must make a skill check			
and the target gets a save. He must be less				
Searcher	than to away from the target.			
Use Time: 1 turn	Prerequisites: None			
	Skill Check: Yes			
Equipment: None				
	vermin, poison, disease or treasure in piles of dungeon garbage while			
	o allows examination of sacks before opening to avoid nasty side effects.			
A skilled Jack can also find items <i>cached</i> by	other Jacks. Orcs get this skill for free.			
Secret Door Expert				
Use Time: 1 turn	Prerequisites: None			
Equipment: None	Skill Check: Yes			
	or hidden compartments, (standard is a 6+ on 1d6 for careful searching).			
	use it to aid in his Hiding. If sets himself up with the cloak ahead of time			
-	dows or Hide in Forest check, on a C.O. skill check, he may re-roll the			
hide check. Move action.				
Shadow Master				
Use Time: none	Prerequisites; Hide in Shadows, Hide in Forest, level 8+			
Equipment: None	Skill Check: No			
	adows and Hide in Forest and Move Silently skill checks at one higher			
die type than his level indicates. If he reache	es d20 roll normally, then he never fails.			
Sling Stun	-			
Use Time: Attack action	Prerequisite: None			
Equipment: sling	Skill Check: Yes, and save			
-	causes a mortal or animal (not bugs though) to make a save or be			
stunned for 1d3 rounds.				
Split-Fire				
Use Time: None	Prerequisites: None			
Equipment: Missile Weapon	Save: No			
	movement allowance, shoot any missile weapon, and then move the			
rest of his movement. Normally, shooting en Stab and Run	ius movement.			
Use Time: None	Prerequisites: None			
	Skill Check: Yes			
Equipment: None				
A skilled Jack can withdraw from melee contact after making an attack without incurring extra attacks from				
the enemy he attacked. This does not count as an action, but is part of his move. If he has surprise, he can even				
make part of his movement, then surprise attack, then use the rest of his movement allowance. If he fails the check				
roll, it is his choice whether to cancel the movement or to continue with it and suffer the Extra attacks, which however				
don't count as surprise attacks against him.				
Stab Them When They're Down	Proroquisites Walking Stick Jours 2			
Use Time: Extra attack	Prerequisite: Walking Stick, level 3+			
Equipment: melee weapon	Skill Check: Yes			

Rope Thrower Use Time: 1 action

Equipment: Rope and/or grappling hook

broken piece of equipment or non-magical device.

Skill Check: Yes, sometimes Save A skilled jack can throw a looped rope or grappling hook over a handy obstruction to allow folk to climb up (rope maximum of 30', grappling hook maximum of 50'). He can also use a lassoed rope to snare a mortal or a 4-

Prerequisites: None

Skill Check: Yes If a skilled Jack has proper tools, or close substitutes as the Judge permits, make a skill roll to repair any

Prerequisites: None

Repairman

Use Time: 1 turn Equipment: Tool Kit

A skilled Jack can make an extra attack against any opponent in melee contact who is currently prone, whether the target was just knocked prone that round by the Jack himself or some other cause, or if it had previously been prone. The Jack gains the +3 to attack prone targets bonus, but it is not a surprise attack per se. Stonework

Use Time: 1 turn

Equipment: None

A skilled Jack can detect pit traps, any other traps built into the masonry, sliding passages, slopes and notable stonework. Dwarves and Gnomes have this for free. Unskilled characters can try to detect such things on an WIS check on 1d100.

Supernatural Lore

Use Time: 1 action

Equipment: None

Prerequisites: None Skill Check: Yes

Prerequisites: None

Skill Check: Yes

A skilled Jack can identify the species and major powers of a given supernatural monster, including the undead, other-worldly beings like demons, angels, elementals etc..

Swapper

Use Time: 1 action

Equipment: None

Prerequisites: None Skill Check: Yes

A skilled Jack, as either a move or an attack, take an item from his own hands or belt and exchange it with an adjacent ally without having the ally use an action to make the change. Alternately, he can retrieve an item from his own pack or saddle bag without spending an action or exchange the weapons/gear in his hands with others from his person..

4.4 Jack Skills T-Z

Target Guidance

Use Time: 1 action

Equipment: None

Prerequisites: None Skill Check: Yes

A skilled Jack can influence an attacker to change his intended target for a round's attack. By giving up either his move or attack and making a skill check, he can make an attacker in melee contact either change his target from himself to another target or from another target to himself.

Prerequisites: None

Prerequisites: Open Lock

Prerequisites: None Skill Check: Yes

Skill Check: Yes

Skill Check: Yes

Terrible Song

Use Time: 1 action

Equipment: Bagpipes, Horn or Kettle Drum

A skilled Jack can cause an enemy group to check morale, if he is playing this song when his friends charge and make contact with the enemy (and score at least 1 hit on the charge). Requires bagpipes, horn or kettle drums.

Trap Work

Use Time: 1 turn

Equipment: Burglary Kit

A skilled Jack can use this skill to find mechanical traps on chests and doors with one roll and remove them safely with a second roll. Unskilled characters can find a trap on a d100 roll against INT. Only skilled Jacks can remove such traps. Other characters must work out detailed precaution with the Judge. The skill can also be used to set mechanical traps.

Tracking

U	lse	Time:	As part	of	exploration	turn
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Equipment: None

A skilled Jack can track the route taken by others in wilderness or dungeon. Various dog-like creatures can achieve this skill by means of scent alone. Doggers and Badgermon get this skill (by scent) for free.

Treat Critical Injury

Use Time: 1 turn (revive) or attack action (blood loss) Prerequisites: First Aid Skill Check: Yes

Equipment: Healer's Bag

A skilled Jack can bring 1 character who has 0 or fewer hit points remaining, but has not yet died, reviving them back to 1 hit point. The treatment takes 1 turn and must be begun within 1 hour of the wounding. The skill can also be used to stop immediate blood loss, which takes only 1 attack action.

Use Wand

Use Time: 1 action	Prerequisites: Read Scroll
Equipment: Wand	Skill Check: Yes

A skilled Jack can activate any magic-user wand by using this skill, provided he knows the command word. Failure of the skill check means the wand did not activate and no charge is used. The Jack may be wearing any armor allowed his class to try this. This skill does not allow Jacks to use clerical talisman.

Walking Stick

Use Time: attack action

Prerequisites: None

Equipment: Staff, Rake, Shovel etc.

(knocked prone) or must be holding a size M or S weapon to be disarmed.

Skill Check: Yes, target also gets a saving throw. A skilled Jack with a staff, shovel, rake, hoe, stout walking stick, or even a particularly hefty broom can use it to either Trip or Disarm an enemy. He must make a skill check (but does not need a "to hit" roll) and the target gets a saving throw to avoid the effect. The target must be of equal or smaller size code than the Jack to be tripped