

Fred's World

The Sorcerer's Friend

Everything the Magick-User needs to know. Well, almost.

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Proprietary Knowledge for the Magic-User

Magic-User Basic Skills Chart

<u>Level</u>	<u>THACO</u>	<u>PPD</u>	<u>PP</u>	<u>SW</u>	<u>DB</u>	<u>SPELLS</u>
1	20	14	13	11	16	17
2	20	14	13	11	16	16
3	20	14	13	11	16	15
4	20	14	13	11	16	14
5	20	14	13	11	16	13
6	19	13	12	10	15	12
7	19	13	12	10	15	9
8	19	13	12	10	15	9
9	19	13	12	10	15	9
10	19	13	12	10	15	9
11	18	12	11	9	14	8
12	18	12	11	9	14	8
13	18	12	11	9	14	8
14	18	12	11	9	14	8
15	18	12	11	9	14	8
16	17	11	10	8	13	7
17	17	11	10	8	13	7
18	17	11	10	8	13	7
19	17	11	10	8	13	7
20	17	11	10	8	13	7
21	16	10	9	7	12	6
<i>Note: beginning at 21st level, magick users deliver 2 attacks/round, non cast</i>						
22	16	10	9	7	12	6
23	16	10	9	7	12	6
24	16	10	9	7	12	6

Notes: Here is an explanation of the terms above, and how to use this table:

Level: Your current level.

THACO: This is an acronym for the words To Hit Armor Class zero. Simply put, your THACO is a way of getting around all those wonderful tables and matrices. A function of your level and class, THACO gives you one “to hit” number to work with in combat situations. By subtracting the armor class that you are attacking from your THACO, you determine your “to hit” roll on d20. As an example, MacDuff is duking it out with a creature of AC 4. His THACO, as a 3rd level mage, is 20. $20-4=16$, the minimum number needed to hit the creature. A negative armor class works the same way, simply subtract a negative number: $20-(AC-5)=20+5=24$.

PPD: Your saving throw vs. Poison, Paralyzation, and Death.

PP: Your saving throw vs. Petrification and Possession.

SW: Your saving throw vs. Staves and Wands.

DB: Your saving throw vs. Dragon Breath.

SPELLS: Your saving throw vs. Spells cast by a Magick User

ALL SAVING THROWS ARE 1d20.

Spells and Spell Points:

As a magick user, your spells are, quite literally, your life. And frequently, the lives of your comrades as well. Know, then, how to use your power. Once per day, at midnight, the Galactic Gotcha Gong sounds. This signifies that all magick users and clerics have now received their day's supply of spell points. To cast any spell, you need only know the following: First, do you know the spell at all? If you don't, forget it. If

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you do, is it in memory (see your Player's Handbook for Intelligence modifiers affecting the number of spells that you can keep in memory.), available for immediate use? If so, you will spend the rest of a given round casting it. If not, it will take you 1d4 rounds to extract and cast it from your spell book. There are no material components, only verbal/somatic. There is no recovery of spell points through rest. You either have the points or you don't. It is extremely important to keep careful track of expended spell points, because when you are out, you are out. Overcasting beyond your supply is very hazardous, and something (perhaps this very sentence) urges you not to attempt it.

Each spell of the first through sixth level requires one spell point per level of spell per casting. How you mix up levels of magick is entirely up to you; the only restrictions that apply are the ones detailed above. Note also the restrictions upon the levels of magick that you are taught as a function of your experience level. This information is also in your Player's Handbook, with your character advancement matrix.

Master Spell List

Herewith follows a list of the names of all known spells. They are identified by name only. For detailed information, please see the spell's entry.

1st Level:

Alarm, Bumbershoot, Burning Hands, Charm Person, Comprehend Language, Detect Magick, Enlarge, Erase, Featherfall, Hold Portal, Light, Magick Missile, Mending, Moo, Protection from Evil Mk I, Read Magick, Reveille, Rock, Shield, Shocking Grasp, Sleep, Spider Climb

2nd Level:

Alum, Bush, Continual Light, Condense, Copy, Darkness Mk. 1, Detect Evil, Detect Invisibility Mk 1, ESP, Invisibility Mk 1, Knock, Levitate, Locate Object, Neatness Counts, Shatter, Sleepytime Comfort, Sou'wester, Stinking Cloud, Strength, Web, Wizard Lock

3rd Level:

After You, Clairaudience and Clairvoyance, Dispel Magick Mk 1, Exit, Explosive Runes, Fireball Mk 1, Fly, Fumigate, Haste, Hold Person, Ice Ball, Infravision, Invisibility 10 ft. Radius, Lightning Bolt Mk 1, Miss Me, Phantasmal Force, Protection from Evil, 10 ft. Radius, Protection from Normal Missiles, Slow, Teatime, Tenting To-night, Thingamabob, Tree, Water Breathing

Lesterwicke Q. Farquarhall
Managing Director - University of Mystical Arts (UMA).



4th Level:

Charm Monster, Comfort Control, Confusion, Dig, Dimension Door, Fear, Firetrap, Fumble, Hallucinatory Terrain, Minor Globe of Invulnerability, Polymorph Other, Polymorph Self, Protection from Normal Weapons Mk. II, Remove Curse, Wall of Fire, Wall of Ice, Wizard Eye

5th Level:

Animate Dead, Cloudkill, Cone of Cold, Conjure Elemental, Contact Other Plane, Feeblemind, Halt!, Hold Monster, Passwall, Telekinesis, Teleport, Rock to Mud, Value, Wall of Iron or Stone

6th Level:

Anti Magick Shell, Cataclysm, Control Weather, Death, Disintegration, Enchant, Fear Mk II, Geas, Invisible Stalker, Project Image, Stone to Flesh, Vapor of Death

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Proprietary Knowledge for the Magic-User

Information that Magic-Users often know:

The uses of Gems and other Magickal materials
Many gems have interesting and/or useful properties. Here is a list of known ones...

<u>Type of Gem</u>	<u>Property</u>
Amethyst	Chaotic Magick-any
Blue Sapphire	Lightning
Cat's Eye Agate	Delusion and Illusion spells
Chrysophase	Invisibility
Diamonds-blue	Regeneration
Diamonds-white	Regeneration
Dragon Flakes	Necessary for spell creation
Dragon Syrup	Necessary for spell creation
Hematite	Healing spells
Jade	Gas spells
Moonstone	Protection vs. Lycanthropy
Obsidian	Fire resistance
Onyx	Death and Disintegration spells
Pearl	Cold spells
Ruby	Fire based spells
Scrimstone	Necessary for spell creation (various colors)
Star Sapphire	Protection spells
Sunstone	Protection vs. Undead spells
Tiger' Eye Agate	Protection vs. drugs and alcohol
Turquoise	Neutralize poisons

*Note: The gem alone does not have these powers.
This list is of more use for identifying mysterious artifacts.*

Metals

The only metal really worth our consideration here is Mithril. Mithril is either pure (rare), or alloyed with silver or gold. Magickally speaking, pure Mithril is the most powerful, followed by Mithril Gold, and Mithril Silver. The approximate values of these metals, relative to gold, are: Pure Mithril, 100 times; Mithril Gold 50 times; Mithril Silver, 10 times. Magickally, pure Mithril is worth far more than 100 times the value of gold. Aligned Mithril, whereby the individual molecules have been magickally polarized, is worth even more, magickally. Pure Mithril is the only metallic armour that a Magick User may wear. And it conveys great power to the wearer. Be very wary of tangling with

anyone wearing the stuff; they had to be very, very good to get it in the first place.

Berries and Whatnot i.e Flora

Like gems and metals, many berries and other natural substances can be put to great use. Here is a brief list.

<u>Type of Berry</u>	<u>Property</u>
Babbleberries	Useful in Comprehend Language potions
Black and Blue berries	Bushes attack passersby, doing 2d4/round. Berries are a source of new plants
Crunchberries	1 supplies all human nutrition/1 day
FeeFiFoFum berries	Ingredient of Giant Strength potions
Flingieberries	Gives the power of flight; varies with ripeness; 1d4 rounds/berry
Gooseberries	Plants honk like geese at passersby
Gorfberries	Used in Invisibility potions
Huckleberries	Increases sensory capability, at the questionable cost of your singing voice
Midasberry	Longevity spells
Phlinkleberries	An ingredient of Longevity Potions
Piffleberries	An ingredient of Healing potions
Raspberries	Bushes tease passersby. Berries useful to alchemists, and a prime ingredient of Haste potions
Strawberries	Horse and animal feed. Flammable
Tockleberries	Very flammable; source of Hydrogen
Toffleberries	Universal poison antidote ingredient (except Deathberry)
Whiffleberries	Juice (1gal./berry) cures Snorklewhackeritis
Yuckberries	Dragon strength laxative. Highly toxic to humanoids
ZipZamZowieand Zwoochberries	Dissolve in any ranger potion; doubles potion's effect/duration

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More Things that Magick Users Know:

There are, in any culture, little tips, hints, and bits of experience that get passed from generation to generation. Here are some of them, in no particular order:

Many a laugh will be had by addressing The Great Swenson as "Swenney". Even better if there are several of you, especially some fighters.

Leave the SOD and Riot Squad alone. If you must, get a fighter to deal with them.

The puppies are usually vulnerable to Sleep spells. It is usually smarter to knock them out than off.

Ted and Avatar's Famous Cloaks are worth the money.

Tell the truth to Ethelbert, but only if he asks.

Anything with a little numeric keypad is best left to the fighters.

The University's trash cans can be very interesting.

Peasantowne can be very dangerous. Don't go alone, and put a good fighter on point.

The Magick Shoppe buys previously owned magickal merchandise. They will also, for a fee, tell you what something is and how to use it.

The Gnomes run a terrific bank. For a price. They will also buy just about anything, or find you a buyer. Again for a price.

Things that are purple are usually chaotic or some other way troublesome.

Speaking of color: things often have a color code. The code is consistent. Red=fire, blue=lightning, black=death, white=life, and so on.

There are other continents.

Stay out of The Ruins of Roo.

Klids, being reptilian, do not react well (or react splendidly, depending on your situation) to cold of any kind. It slows them down, and can even knock them out.

Whatever the price, always carry a cookie stone.

Ethelbert may or may not have more knowledge than you, but he sure as hell has more power than you do.

Nihliss are racially 100% magick proof, either as long as they wish to be, or are awake. They aren't terribly fond of us, either.

Avoid Abdullah's in small groups; say, less than four.

Thieves love to jump from above in Peasantowne. Or most other places, for that matter.

Be very careful with Ether Eggs or Yelly Beans.

Beware of (and be unfailingly polite to) Pookas.

The UMA will teach individual spells, for a price, usually 10,000GP/level of spell. This service is also available from numerous other sources, for numerous other prices, and numerous other reliability levels.

There is a person called the Wish Wizard, who lives somewhere beyond The Rift.

Somewhere to the north, speaking of wishes, is The Wishing Well.

It never hurts to tithe to your church.

Famous names in magick include Ethelbert, The Wizard of Oz, The Wish Wizard, The Wizard of Id (ask him about his earring!), and Lohengrin.

Avoid random teleports!!!

When a city or area is under interdiction, do not attempt teleportation as well.

Trillabits are useful lab animals, and edible, too. The same might be said of moronic fighters, although they don't, as a rule, cook up quite as nicely.

Avoid Gremlins!!!

Blue gold is extremely valuable, but it can be hard to find a buyer.

Alcohol can be useful against giant spiders.

Directly carrying more than 10% of your encumbrance in non-mithril metals is not the best of ideas, especially if you like to cast spells.

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Proprietary Knowledge for the Magic-User

Magick User proficiencies, non weapon:

Like other classes, Mages have a few skills that other people don't. Herewith is a brief list of these accomplishments. For every 3 levels of experience, you may add ONE of these proficiencies, or add a plus to one of your current proficiencies. As a starting character, you will have 3 of these proficiencies. All proficiencies are based on the roll of d6. You must roll 1d6 to an equal or lesser amount than your given proficiency, for the attempt to be successful. For example, a character with a proficiency of 3 in Animal Lore must roll a 1, 2, or 3 in order to gain any information.

M-1 Alertness:

Simply, how difficult is it for you to be surprised? Conversely, how easy is it for you to surprise someone else? Unlike the normal progression, if you have no proficiency ("0") in this department, you have a base chance of 1 in 6 to avoid being surprised. With a proficiency of "1", this increases to 2 in 6. A "2" would give you 3 in 6, and so on.

M-2 Animal Lore:

What do you know about the creatures with which you share this lovely planet? I. E., is it interested in killing you and if so, what is it's preferred method? For each level of animal lore proficiency, you gain one on a d6 to correctly interpret the signs that creatures are giving you.

M-3 Cooking:

It is a well known fact that Magick Users are among the most formidable chefs this side of the Empire. This proficiency is why. And you know, if you know how food is supposed to taste, might you not be a little better equipped to know when something tastes a little odd, for whatever reason?

M-4 Direction Sense:

Working above or below ground, this makes it a good deal more difficult to become lost. The standard progression applies. For total darkness (a cave or starless night), add 3 to your roll. If you have been teleported, dimension doored, or magickally

transported in any fashion, you will be totally disoriented until you come across something familiar to get a bearing from.

M-5 Etiquette and Protocol:

Always useful at court, or any other time that the Fighters are likely to get you into trouble with their boorish behavior. For each level of this skill, add 10% to your reaction adjustment (see Charisma Modifiers), when specifically called for. Failed attempts subtract one half that amount from your base. Also, for each level, add 10 points to your Phur Phactor.

M-6 Fighter Weapons School:

The UMA offers this month long workshop to Magick Users of at least 12th level. They are taught basic and advanced techniques of aerial interception, evasion, and combat; as well as air to ground combat, and an introduction to ground to air evasion and threat management. This enables them to successfully handle state of the art flying beasties for travel, recreation, or simple peasant stomping. All six members of the UMA Luftkopffe precision strafing flying group teach at this workshop, informally known as the Dogfighter program.

M-7 Magick Recognition:

Persons proficient in Magick Recognition are able to identify magickal artifacts, and have a much better chance at figuring out unknown spells, operating unfamiliar devices, and so on. A combination of Magickal History, and the improvised munitions/field expedient explosives handbook, this skill could greatly increase your odds of survival in unfamiliar magickal environments. A person must first possess at least 3 levels of Alertness, before the first level of this skill can be sought. For each level of expertise, add 10% to your ability to puzzle out (and make use of) unknown magick, and add 1 to your saving throw vs. magickal traps.

M-8 Plant Lore:

This allows the mage to successfully identify, harvest, and prepare plants, fruits, vegetables, etc., for magickal or non magickal purposes. This also enables them to garden successfully.

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Cantrips - 1/10 Spell Point Per Casting

Minor spells, Cantrips accomplish a variety of day to day tasks, and have tiny offensive/defensive capabilities. They are mostly utilitarian, and cost 1/10 of a spell point per use.

Blue Light

Area of Effect: 3" sphere

Supplies light that casts no reflections, does not affect infra or ultra vision. Illuminates 5' Range. Lasts as long as it is being controlled.

Chill

Area of Effect: 1 ft. cube (will not affect any living things)

Lowers the temperature of the desired object by up to 40 degrees, or to freezing, whichever happens first.

Clean

Area of Effect: 4 yds.²

Cleans floors, windows, dishes, etc., but not laundry.

Dry

Area of Effect: 1 yd.³

Removes dampness. Dries herbs and clothing, etc.

Flavor

Area of Effect: 1 Object up to 3lbs.

Imparts better flavor to foods. Does not revive spoiled food, or purify food or drink.

Exterminate

Area of Effect: 1 Small creature up to 5lbs.

Zaps 1 thing. Includes magically shrunk creatures, but does not include polymorphed creatures.

Fire Finger

Area of Effect: 6" jet of flame

Useful for lighting fires and lamps, etc. Lasts for 6 seconds, and is only hot enough to light combustible objects—this is not a cutting torch. Sorry.

Gather

Area of Effect: 1 yd.²

Separates objects from a pile. Will not remove toxins or suspended particles from food, beverages, or water. Will pull specified gems out of a treasure pile, and the same with coins, etc. It will affect magical artifacts. Weight limit within area of 5GP/use. With practice, weight limit can be raised through the use of greater power. Doesn't affect living objects.

Shine

Area of Effect: 1 object max 150lbs., non living.

Provides a mirror-bright shine to things capable of having a mirror-bright shine. Armor, tabletops, windows, and so on. Removes tarnish, rust, and corrosion, and can be used to raise the value of items like coins and jewelry.

Spice

Area of Effect: 1 Object, max 5 lbs., non living.

Adds the flavour of herbs and spices to food and drink. Will not decontaminate these things, but will mask bad flavours.

Stitch

Area of Effect: 2-20yds. of material, inversely proportional to material's density.

Magically sews cloth or leather. Make or repair clothing. Not disrupted by Dispel magick.

Sweeten

Area of Effect: 1 Object, up to 5 lbs., non-living

Sweeten food or beverage.

Tie

Area of Effect: 1 Object, up to 5 lbs., non-living

Ties knots in thread, string, rope, or cable. Will tie to another object within 1' of the object. Does not restore rope, but will tie pieces together.

Warm

Area of Effect: 1 ft.³ non-living.

Raise temperature by 40 degrees, to a maximum of 72 degrees.

Wrap

Area of Effect: 1 yd.³ non-living

Magickally wraps things up. Creates a strong and sturdy wrapping appropriate to the object being wrapped. Affected by Dispel Magick.

Notes:

A Cantrip takes as long to create/learn as 1st level spell. It is often easier to purchase, rather than create, new ones. The commercially available Cantrips run the gamut from simple, to surprisingly sophisticated for such a silly little thing. It is assumed that the starting character has all these Cantrips—the individual is welcome to create others.

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Proprietary Knowledge for the Magic-User

First Level Spells - 1 Spell Point Per Casting

Alarm

Range: 1"

Duration: 1d6+2+1hrs. per level

Area of Effect: 20'2/level

Effect: By casting this spell, an area is sensitized. Any living creature entering this area of greater than 3 pounds weight causes a large gong to sound that can be heard by all within a 60'r. The alarm can be triggered by flying creatures, ethereal creatures, invisible creatures, etc, as long as they are alive. Does not respond to undead creatures of any kind. Best used on limited access areas to prevent false alarms.

Bumbershoot

Range: Touch

Duration: 1hr./level

Area of Effect: Personal

Effect: Providing protection from the elements, this spell affects one person at a time from small scale natural phenomena. This works only from the waist up. When pondering this spell's application(s), ask yourself "would an ordinary umbrella stop this?" If the answer is yes, this is what to use. It is not a shield spell.

Burning Hands

Range: 3 ft.

Duration: 1 rnd.

Area of Effect: 3 ft. 120 Degree arc

Effect: This creates a wedge of flame 3ft. long in front of the caster. It inflicts 1pt. of damage per level of caster, on anything that falls within this area. Combustible objects will ignite, and recipients are not permitted to make a saving throw.

Charm Person

Range: 12"

Duration: Special

Area of Effect: 1 person

Effect: Through the use of this, the caster may implant powerful suggestions in an individual. Direct suggestions of suicide are not included, but there are many other useful applications of such a spell. If you try things like "Our little party would like to buy you

a drink, but have no money. Why don't you be a sweetheart and show us your hoard." rather than "Hand over all your money and valuables, idiot!" will usually have a better chance of producing the desired effect.

Comprehend Language

Range: Touch

Duration: 5 rnds/level

Area of Effect: 1 person or thing

Effect: This will translate written or spoken language into something you understand, provided that the person who taught you the spell could personally translate the same thing. The effects are additive through successive generations of teachers, with obvious benefits—get an old version.

By reversing the spell, encryption is possible. To read such an encryption would require a Comprehend Language spell cast by the original caster, or the use of Read Magick by another person.

Detect Magick

Range: Personal

Duration: 2 rnds/level

Area of Effect: 1" x 6" area

Effect: This spell is cast upon oneself. Under its effect, all magickal items, beings, etc., glow with a level of intensity proportional to its amount of enchantment. This glow is visible only to the caster in most situations, and can be sufficiently bright to temporarily blind the user. Not to be casually used.

Enlarge

Range: 1/2" per level

Duration: 1 turn/level

Area of Effect: A single creature or object

Effect: To make something bigger, to a degree, enlarge it. Each casting increases the size and weight of the target by 10%, to a maximum of 200%. So, a six foot high human would become eighteen feet tall at the maximum (20 castings). This spell is reversible, trimming 10% per casting. With living things, you must exercise caution, as it will effectively shorten the lifespan of the target. The amount is highly variable, and it is cumulative. Reversing Enlarge will not add to the target's lifespan.

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Erase

Range: Touch

Duration: Permanent

Area of Effect: 1 object

Effect: This spell removes all writing, magickal or non, from an object. It is not hidden, it is gone—a Dispel Magick will not restore the erasure. If the object is protected with trick writing, such as explosive or disintegrating writing, these will be triggered by this spell. It will not erase foot or fingerprints, only writing.

Featherfall

Range: 1"/level

Duration: 1 rnd./level

Area of Effect: 1 person or object, maximum 6,000GP weight

Effect: Good for slowing the fall of people or things. The target falls at a maximum rate of 10 ft./turn While it has the effect of nullifying gravity, it does not negate weight—a 200lb. person still weighs 200lbs., they just fall more slowly.

Hold Portal

Range: 2"/level

Duration: 1rnd./level

Area of Effect: 80 ft.2/level

Effect: This spell magickally locks and holds a door, gate, panel, etc. It can be broken down with sufficient force. Whatever would ordinarily beat open the locked object will defeat the spell, as will Dispel Magick or Knock.

Light

Range: 6"

Duration: 1 turn/level

Area of Effect: 2"Range globe

Effect: The light spell magickally creates a sphere of light that can be seen by anything that senses the human visible spectrum, as well as infra and ultra vision. Creates light equivalent to a torch, but uses no oxygen. It can be cast on objects.

Magick Missile

Range: 6"+1"/level

Duration: none

Area of Effect: 1 or more things in a 10 ft.2 area

Effect: One of the best, Magick Missile is the magick user's range weapon. Each MM does 1d4+1 of damage on the target. The caster gains one missile for every two levels of experience. For example, 1 @ 1st, 2 @ 3rd, 3@5, and so on. If you see it, and it is in range, you can hit it. Living targets must save vs. spells or take the appropriate damage.

Mending

Range: Touch

Duration: Permanent

Area of Effect: 1 object

Effect: This spell repairs material objects with small breaks. It will not fix anything magick, or anything large. This does minor repairs to wood, metal, leather, and so on. It doesn't heal injuries, repair destroyed castles, or replace runways, etc. This isn't the Red Cross.

Moo

Range: maybe

Duration: who can say?

Area of Effect: I haven't the faintest

Effect: Perhaps the single most bizarre first level spell, Moo is a last-ditch-oh-well-we-are-gonna-die-anyway-so-what-the-hell spell. By casting this you receive, for 1 lowly spell point, a randomly (by the referee) selected spell. This may be a first level spell, a two hundredth level spell, or anything above, below, between, or beyond that. And you have no way of knowing ahead of time. It is generally not something to fool about with. It can be enormously powerful. Except when it isn't.

Protection from Evil Mk I

Range: Touch

Duration: 2 rnd./level

Area of Effect: 1 Person or creature

Effect: By casting this spell, one is protected from evil influences, to a degree. A 1ft. r. surrounds the protected creature and totally prevents bodily contact by a conjured or magickal creature. Attacks from the bad guys are at -2 to hit, and saving throws vs. the bad guys are at +2. "Evil" in this case is defined as anyone trying to do harm to the person protected.

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Read Magick

Range: Personal

Duration: 2 rnd./level

Area of Effect: 1 object within normal reading distance

Effect: This spell enables the user to read magickal writing, or decrypt magickally scrambled writing. Ordinary encryption is unaffected, being non-magickal. The spell can be attempted upon anything that contains magickal writing. It is reversible, scrambling magickal writing for the duration of the spell. It may or may not trigger trick magickal writing, depending upon how good you are, and how good they are.

Reveille

Range: none

Duration: none

Area of Effect: 1" r./level

Effect: When this spell is cast, all sleeping persons within range are wide awake, NQA.

Rock

Range: 1"/level

Duration: Until dispelled

Area of Effect: 1 creature

Effect: Perhaps the single most useful 1st level spell of them all,(which is why we saved it for last) Rock turns the person magicked into a rock, on a mass for mass basis. You may choose the stone mode or the statue mode, as pleases you. The target remains a rock as long as they want to be, and retain full sensory capability. Magick cannot be cast, nor weapons used, but God, can you hide! The rock thus created is completely un-magickal in all respects, and responds exactly as a rock. If it breaks, you breaks.

Shield

Range: Touch

Duration: 5 rnd./level

Area of Effect: Personal

Effect: When covered by this spell, you become +1 to all saving throws vs. frontal attacks, AC -2 against hand weapons, AC 3 vs. normal missiles, AC 4 vs. all other frontal attacks. Totally negates Magick Missile.

Shocking Grasp

Range: Touch

Duration: 1 attack

Area of Effect: Thing touched

Effect: Causes 1d8 damage, +1 pt./level. The thing to be attacked must be touched, but grasping is optional. You must initiate the touch.

Sleep

Range: 3"+1"/level

Duration: 5 rnds/level

Area of Effect: 3"d. circle, at ground zero

Effect: This makes creatures sleep. Most of the time. Well, okay, some of the time. No, every now and then. They will remain asleep until the spell expires, they expire, or are woken. It affects the following numbers of creatures:

<u>Target's Hit Dice</u>	<u>Number Affected</u>
up to 1	4d4
1+1 to 2	2d4
2+1 to 3	1d4
3+1 to 4	1 or 2

Spider Climb

Range: Touch

Duration: 1 rnd. + 1 rnd./level

Area of Effect: 1 creature

Effect: Allows the target to move at 3" along vertical surfaces, across ceilings, etc., while carrying up to their normal maximum encumbrance.

Notes:

Anything listed as "per level" or x "/level" means the level of the caster.

All first level spells cost 1 spell point per casting.

Just because it's listed doesn't mean you have it, and just because it's not listed doesn't mean it doesn't exist—mighty wizards invent 1st level spells all the time that they don't share with the general magick community.

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Second Level Spells - 2 Spell Points Per Casting

Alum

Range: 2"/level

Duration: 1 turn/level

Area of Effect: 1 creature

Effect: This silences guards, gospel singers, just about anyone that you would rather not have talking. Does no damage, just prevents someone from speaking. Successful saves have no effect whatsoever, and the victim will not know that someone attempted to magick them.

Bush

Range: Touch

Duration: Until dispelled

Area of Effect: 1 person or object

Effect: This does not create beer cans, nor does it turn you into a dull yes-man. It possesses all the benefits of the first level spell Rock, with a plus. You become a thorn bush (although it is rumored that other forms are possible, with practice), and can have a weapon in your hand, unlike Rock, where you must be empty handed. Thus, under Bush, you may be ready to attack if danger threatens.

Continual Light

Range: 6"

Duration: Until dispelled

Area of Effect: 6"r. globe

Effect: This spell functions exactly as the first level light spell, except that it has differing range/duration, and costs two spell points. Dispel Magick, a spell of Darkness, or the decision by the caster to terminate the spell will shut it down.

Condense

Range: Touch

Duration: Permanent

Area of Effect: Up to three meals

Effect: Through the use of this spell, three large meals are reduced to three small wafers, looking rather like soda crackers, but retaining the full caloric and nutritional value of the original foodstuffs. While the food can be consumed in this form, it can also be

restored with the 3rd level spell, Teatime. Each wafer thus created has an encumbrance of 1GP.

Copy

Range: 1"

Duration: permanent

Area of Effect: 1 document/page / casting

Effect: Ever find something that you wish you could run down to Kinko's with? For each casting, you can duplicate one page of material up to 24 in. by 36 in. in size. Hidden, magickal, or invisible writing is not copied; visible spectrum only. The copy thus made is considered to be normal paper.

Darkness Mk. 1

Range: 1"/level

Duration: 1turn/level

Area of Effect: 15 foot r.

Effect: The precise opposite of a light spell, this removes light in a radius, with the target or caster functioning as ground zero. This spell negates any benefits gleaned from infra or ultra vision, as well as any Light or Continual Light spells. The reverse of this is also true, i.e., a Light spell cancels a Darkness spell.

Detect Evil

Range: 6"

Duration: 1turn/level

Area of Effect: 1" wide path (by 6" long)

Effect: This spell discovers emanations of evil from any creature or object that the caster observes. It is possible to sweep with this spell, but things must be concentrated upon to detect. The results are visible only to the caster.

Detect Invisibility Mk 1

Range: 1"/level

Duration: 1 turn/level

Area of Effect: 1" wide path out to range limit

Effect: By employing this, the magick user may detect objects or creatures that are invisible, astral, ethral, out of phase, or hidden targets. The results are visible only to the caster, but concentration is not necessary—if you look, you will see invisible things. While this

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spell is castable onto another person, the success of it is a function of their character class. Success factors are listed on the following table:

Class	%Chance of Success
Magick Users	100
Clerics	80
Rangers and Thieves	50
Fighters	30

ESP

Range: 1/2" per level, maximum of 9"

Duration: 1 rnd/level

Area of Effect: 1 creature/casting

Effect: Through the use of ESP, the caster may detect the surface thoughts (simple emotional responses) of any creature the spell is cast upon. Attempting to go further gives the target a saving throw. Additionally, whether or not the saving throw is successful, the creature knows that it is being magicked. More intelligent creatures (anything much smarter than an Orc) will quite possibly realize that it is being ESP'd.

Invisibility Mk 1

Range: Touch

Duration: Until dispelled

Area of Effect: 1 creature or object/casting

Effect: By casting this spell, things and creatures may become invisible to normal, infra, and ultra visions, until the caster dispels the invisibility, the creature or object makes an attack (including self defense), or the spell is subjected to Dispel Magick. A Detect Invisibility spell will show the presence of the invisible object or creature, but will not dispel it. A Mk1 Invisibility does not make you any quieter, eliminate your scent, etc. You are heard, if you will, but not seen.

Knock

Range: 6"

Duration: 1 use/casting

Area of Effect: 1 door or object

Effect: The Knock spell is a very useful way of learning why someone has locked a door or box, by enabling you to open same. Sometimes. It will open stuck, held, or locked doors, mechanically or wizard locked. It does not negate or show the presence of traps

or whatnot, and will even go so far as to trip anything on the door or object that can be tripped by opening. There are rumored to be some special doors, that must have been made by very mighty wizards, sometime in the distant past, that this spell will not open-but you know what wags some people are.

Levitate

Range: 2"/level

Duration: 1turn/level

Area of Effect: 1 creature/object per casting, maximum weight of 1,000GP/level

Effect: Enables you to have things go up and down, either under your command, or their own. It is not cumulative—you cannot raise the weight limit by repeated castings. The rate of movement is 20 feet/rnd. The spell can be switched off at the caster's whim.

Locate Object

Range: 2"/level

Duration: 1 rnd/level

Area of Effect: Personal on recipient

Effect: A very powerful spell, this enables the magick user, or the person upon whom the spell is cast, to locate any specified, non-living object within the spell's range. The object, or generic class of object, must be specified prior to beginning the search. By turning slowly in a complete circle, you will know in which direction the object lies. It is possible to sweep for more than one object in a casting—but only one object at a time. Practice is indicated, for greatest proficiency.

Neatness Counts

Range: Touch

Duration: Natural

Area of Effect: 1 person/casting

Effect: After a hard week's adventuring, the last thing you want to do is look ratty when hauled before the rightful owners of that trunk full of gems you "found". Use Neatness Counts to press your suit, clean and destench yourself, and provide a shave and a haircut, all while it industriously puts a spit shine on your boots. If you cannot charm them, at least you will leave behind a well-kept corpse. And that is what really matters, when you come right down to it, isn't it? Hence the origin of the ditty, "Shave and a haircut, two points!".

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The Sorcerer's Friend

Shatter

Range: 6"

Duration: Permanent

Area of Effect: 1 object

Effect: Mostly a means of raising a little hell, this spell will shatter brittle objects (glass, porcelain, ceramics, etc.), at a rate of up to 100GP in weight/level. Very powerful if properly used, the rumor is that it was invented by a magick user who had a brother in law that owned an alchemy shop. The relative borrowed money and never repaid the mage's generosity, so, one fine day, he toasted every bottle in the place.

Sleepytime Comfort

Range: Touch

Duration: 12 hours

Area of Effect: 1 person

Effect: God, that bedroll is heavy and bulky, isn't it? This eliminates all that, as well as those awful roots and stones under the small of your back, by providing a warm, dry sleeping environment for each person that it is cast upon. Magickally provides the effect of a featherbed and down comforter.

Sou'wester

Range: Touch

Duration: 30 minutes/level

Area of Effect: 1 person or object

Effect: This spell provides you with total rain protection, as well as all the things that Bumbershoot insulates you from. Provides no insulation, but by keeping dry, you avoid possible problems with hypothermia and so on.

Stinking Cloud

Range: 3"

Duration: 1 rnd/level

Area of Effect: 8000ft3

Effect: The poor man's Cloudkill, this pleasant little ditty produces a noxious cloud of gas. Any creature caught within the cloud (including you, bucko) must save vs. poison, or be helpless due to nausea for 1d4+1 rnd, as long as they have fewer than 5+1 hit dice. Generally, this means that creatures of 6th level or greater are immune to its effects.

Strength

Range: Touch

Duration: 6 turns/level

Area of Effect: 1 person or creature

Effect: Feeling a tad weak? Just cast Strength upon yourself or someone else, and watch your strength increase, although not past 18. The exact amount of the increase is tied to the character class of the target, as listed below:

<u>Class</u>	<u>Increase</u>
Clerics, Thieves, Magick Users	1d4
Fighters	1d10
Rangers	1d8

While this provides a temporary increase, it can be very handy, and gives any strength related bonuses for the duration of the spell.

Web

Range: 1/2" per level

Duration: 2 turns/level

Area of Effect: 100 ft3

Effect: The Web spell magickally creates a mass of spiderweb-like stuff, useful for holding doors, persons, or even spiders. Creatures of <13 strength are completely held until the spell wears off. Creatures ranging from 14-17 strength may break through at the rate of 1 foot/turn. Creatures of 18 or better strength, will break through at the rate of 1 foot/rnd. The stuff is flammable. If ignited, it burns away completely in 1 round. Creatures caught within this conflagration will suffer 2 d4 burn damage, from non-magickal fire.

Wizard Lock

Range: Touch

Duration: Until dispelled

Area of Effect: 1 door or object, maximum 30 ft2/level

Effect: Someone engaging in the hot pursuit of your party that innocently picked up those bags of loot? Simply run through the handiest door, cast Wizard Lock upon it, and your worries are over. Assuming that the pursuers do not 1.) beat the door down. 2.) Cast Dispel Magick. 3.) Cast Knock or 4.) Have at their disposal a magick user at least 4 levels higher than the caster. In this last scenario, the broken Wizard Lock will swiftly be the absolute least of your troubles. You'll learn not to steal from such powerful people, if you survive your tutelage.

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Proprietary Knowledge for the Magic-User

Third Level Spells - 3 Spell Points Per Casting

After You

Range: Personal

Duration: 6 Combat Rounds

Area of Effect: Personal

Effect: This functions somewhat like the clerical spell Sanctuary, except where it doesn't. It can only be cast upon yourself, and it has the effect of altering the initiative of an opponent to one greater than yours. When cast, you will always go at least one initiative round before anyone attacking you. If the opponent's initiative is naturally more than one greater (say, you roll a 2 and the bad guy a 5), there is no effect, for all practical purposes.

Clairaudience and Clairvoyance

Range: 6"r., with ground zero specified in advance of casting-see Effect

Duration: 1 rnd/level

Area of Effect: See Range

Effect: This enables the magick user, for all practical purposes, to put an area under remote surveillance. This area must be known and specified by the caster prior to casting. It may be either a place that the mage knows well, or an area within sight or almost; i.e., the other side of a door, around a corner, over a wall, etc. Full normal visual and auditory sensory information is provided. Areas protected either magickally or through the use of anti-magick techniques, will not be accessible with this spell.

Dispel Magick Mk 1

Range: 12"

Duration: Permanent

Area of Effect: 3" cube

Effect: A perennial favorite, this is the first chance many magick users have to do some serious mischief making. The base chance of success for each casting is 50%. This chance decreases when attempting to dispel the magick of more powerful wizards than yourself. The reverse is also true. Don't expect to cause Ethelbert any trouble at all with this spell. But there are other wizards out there...

Exit

Range: Personal

Duration: 3 indelible touches per level per casting

Area of Effect: Touch

Effect: An intriguing little spell, Exit allows the mage to know the way out of an unpleasant place. Say you are in a dungeon, right? As you come to various T's, Junctions, etc., you draw a little arrow on the wall with your fingertip, pointing the way out (or spelling things, drawing obscene pictures. Whatever) When the time comes to make a quick and correct getaway, these marks will be visible to you and you alone. This can be a very good reason for your party to protect you on the way in, too... A word of caution here-Detect Invisible will find these, and Dispel Magick will make them a thing of the past.

Explosive Runes

Range: Touch

Duration: Until activated or dispelled

Area of Effect: 1" r. on protected object

Effect: When triggered, this spell inflicts 6d4 + 6 in damage on the person triggering it, with no saving throw if surprised. Others within the area of effect save for half damage if successful. Rings of regeneration will not repair this damage-it is regarded as magickal fire/acid damage by them. Detect Invisible spells will not detect these at all. The caster will not trigger the runes, nor will any individual personally authorized by the caster. This cannot be cast upon living things. The explosion will not harm the caster, or the object protected.

Fireball Mk 1

Range: 10" +1"/level

Duration: None

Area of Effect: 2"r.

Effect: Is there a mage PC in all the world who doesn't know what this is and what it does? 1d6/level in damage on anyone who fails their save in the target zone. Half damage for made saves. Let the good times roll!

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Fly

Range: Touch

Duration: 1 turn/level

Area of Effect: Person touched

Effect: Pretty self explanatory, wouldn't you say? One person per casting, speed of 12" maximum, no warning for the target that the spell is shutting down. Weapons cannot be used while flying, without extensive practice.

Fumigate

Range: none

Duration: natural

Area of Effect: 1 room, up to 2000 ft.³

Effect: Up to the size limits, exterminates all creatures of 1 hit die or less, unless they are magically protected, somehow. The creatures so treated are gone, with no lingering traces of any kind.

Haste (Dangerous)

Range: 6"

Duration: 3 rnds.

Area of Effect: 1 Creature/casting/level

Effect: Faster, faster, you fool, you fool! Why are you in a situation that requires speed, anyway, hm? Each creature thus magicked experiences doubled speed and attack potential for 3 rounds. If you can move at 12", you can now move at 24". Two attacks per round if one is normal, etc. The casting of magick is not speeded up, however. Warning! The recipient of a haste spell will lose life energy, resulting in premature aging. Use with extreme caution. A high constitution will offset this to a degree.

Hold Person

Range: 12"

Duration: 2 rnds/level

Area of Effect: 1-4 people / man-sized or smaller creatures

Effect: "Bee's knees, I order you to freeze!" Paralyzes the target for the allotted time, then switches off with no warning. A target group of 4 people saves normally vs. spells. 2 people will save at -1, and a single person saves at -3. The victim may do anything the caster permits, but the spell does not compel the victim to do any of the caster's bidding. While held, the victim has no saving throw vs. anything.

Ice Ball

Range: 4" + 1"/level

Duration: None

Area of Effect: Target object or creature

Effect: The cool version of Lightning Bolt Mk I, this spell does 1d6/level in magical cold damage on the target. Successful saves vs. magick result in no damage to the target. One target/casting. Useful on Klids.

Infravision

Range: Touch

Duration: 4 hours/casting

Area of Effect: 1 Creature

Effect: Infravision extends the target's ability to see into the infra-red (heat) spectrum. A 6" range is endowed, and permits the target to see heat sources—bodies, exhalation, recent footprints, etc. Lanterns and other large sources of infra-red tend to show up blindingly brightly. No effect on creatures with natural infravision capabilities.

Invisibility 10 ft. Radius

Range: Touch

Duration: Until dispelled

Area of Effect: 10 ft. r. on target

Effect: As Invisibility Mk 1, (see page 10) but with a 10 ft radius on target. Persons within the area affected are invisible to one another, as well; however, do not mistake this for a bunch of personal invisibility spells—if one person breaks it, it is broken for the entire area.

Lightning Bolt Mk 1

Range: 4" + 1"/level

Duration: None

Area of Effect: Target object or creature

Effect: Yet another old favorite. Everyone knows what this one does, and it does it for 1d6/level, with made saves (vs. spells) taking no damage. Pick your target and toast it. Period.

Miss Me

Range: Personal

Duration: 6 Combat Rounds

Area of Effect: Personal

Effect: This spell temporarily increases the bad guy's "to hit" roll, by a descending progression of 1/round, starting at 6. Example: If the bad guy needs a 10 to hit

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you, in the first round he needs a 16, then a 15, in the second round, and so on until he is back to a 10, six rounds later. Your saving throw vs. straight magick (if the bad guy is a mage), thus increases by six, and falls off to normal at the same rate. This has a similar effect upon clerical magick, with more unpredictable results, due to the god-given nature of clerical magick.

Phantasmal Force

Range: 8" +1"/level

Duration: Until dispelled

Area of Effect: 1 creation

Effect: The poor man's illusion, this allows the mage to project believable images of anything they have personal knowledge of. The illusion can be broken in a number of ways. If someone disbelieves the illusion, and makes a successful save vs. spells, the illusion is broken to that person only. If someone touches the illusion, it may be broken if the caster does not cause the phantasmal force to exhibit the expected reaction. Dispel Magick, within its limitations, will also knock it down. If the caster ceases to concentrate on maintaining the illusion, it is broken. Persons who fall for this scam will believe it completely, suffering any consequences thus incurred. Hint: People tend to accept as real something that they expect—a fireball may be more readily bought than 5,000 armed troops. And ever so much easier to manage.

Protection from Evil, 10 ft. Radius

Range: Touch

Duration: 2 rnd./level

Area of Effect: 10 ft radius from ground zero

Effect: Just like Protection from Evil Mk 1, on page 6, with the additional happy feature of greater range. Authorized persons within the protected area gain all the benefits of the above spell. Attacks from the bad guys are at -2 to hit, and saving throws vs. the bad guys are at +2. "Evil" in this case as well is defined as anyone trying to do harm to the person(s) protected.

Protection from Normal Missiles

Range: Touch

Duration: 6 Turns

Area of Effect: 1"r. on target

Effect: Stops normal missiles (non magickal, 1lb or less) cold. 'Nuf said.

Slow (Dangerous)

Range: 9" + 1"/level

Duration: 3 rnds.

Area of Effect: 1 Creature/casting/level

Effect: The precise opposite of Haste, above, this spell slows things down to 1/2 their normal speed. The casting of magick is disrupted and prevented. Warning! The recipient of a Slow spell will lose life energy, resulting in premature aging. Use with extreme caution. A high constitution will offset this to a degree.

Teatime

Range: Touch

Duration: Permanent

Area of Effect: Up to three wafers

Effect: This spell reconstitutes the food stored under the Condense spell on page 13. The food thus treated is fresh, wholesome, and as it was in all respects when originally condensed.

Tenting To-night

Range: Zero

Duration: 12 hours or until dispelled

Area of Effect: 10ft.3 tent (four person max)

Effect: By casting this spell, a 10x10x10 ft area is kept snug and dry. Functions as a tent in all respects, but is invisible—once inside, you can see out. And vice versa.

Thingamabob

Range: Zero

Duration: permanent

Area of Effect: 1 spellbook

Effect: One of Fred's better inventions, this spell, when cast, allows one's spell book to store objects, not unlike a bag of holding. There are 10 magickal compartments, each of which have a maximum capacity of 100 lbs. of encumbrance. Any spellbook can have this cast upon it but once, and each compartment must be initialized at the time of casting. Any compartment can be initialized once and only once, to hold a specific type of object, i.e., coins, or food, tools, etc., so decide ahead of time what you are going to do with it. Ten pages of your spellbook are consumed by this process, and no object can be placed into the book that is physically too large to fit past the page size of the book. No additional spells are cast to add or retrieve objects, and please do not try to designate a compartment spellbooks, bags of holding, or so on. BOOM!

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The Sorcerer's Friend

Tree

Range: Touch

Duration: Until dispelled

Area of Effect: Creature touched

Effect: The 3rd level version of Bush, this spell functions exactly the same, with a couple of important differences. First, you become a tree instead of a bush (obviously). Secondly, and most importantly, you can cast magick while under Tree. The usual drawbacks also apply—if someone comes along with a chainsaw and decides to convert you into next year's firewood, well, that's all she wrote. The tree is usually a weeping willow, other varieties are available, with extensive practice. This is worth practicing.

Water Breathing

Range: Touch

Duration: 3 turns/level

Area of Effect: Creature touched

Effect: Allows the target to survive under water, of course! Does not compensate for pressure. 'Nuf said.

Fourth Level Spells - 4 Spell Points Per Casting

Charm Monster

Range: 6"

Duration: Special

Area of Effect: 1 monster/casting

Effect: This spell causes the recipient (a monster) to look favorably upon the caster, as opposed to wanting to see what color your insides are, as they usually do. If communication is normally possible, it will be permitted while the target is under this spell. There is a base chance of 50%/week charmed that the monster (one per casting) will successfully break the enchantment. Like most other spells of this type, the recipient will be more receptive to gentle suggestions and persuasion, rather than direct commands, particularly if said creature wanted your vitals on a bed of lettuce in the first place. (And why did you waste the spell points if it didn't, hm?) There is a base chance of 95% that the creature will strongly rebel if asked to kill itself directly, and take a very dim view of your request at the same time.

Comfort Control

Range: Touch

Duration: 12 Hours or until dispelled

Area of Effect: Creature touched

Effect: By casting Comfort Control, the mage causes all temperature fluctuations of a non-magickal nature to be held at bay. The target will not feel or suffer the effects of heat or cold. Period. Stop.

Confusion

Range: 12"

Duration: 1 rnd/level

Area of Effect: caster height by 6"2

Effect: Within the above area, up to 2d8 creatures will react in one of the following ways:

- A.) Wander away for one turn, and maybe come back (and maybe not).
- B.) Stand their ground for 1 round, but confused and befuddled, not attacking
- C.) Attack nearest creature for 1 round
- D.) Suicide attack caster
- E.) Run away panic-stricken (and probably not come back)

Each creature in the target zone rolls- each of the above options is a straight 20% chance. Each creature in the target zone must make a saving throw each round while in the target zone, which remains where it was cast-it does not move with the caster. Incidentally, the caster can be affected by his or her own spell, if he or she wanders into the target zone.

Dig

Range: 3"

Duration: 1 rnd/level

Area of Effect: 5 ft cube/level of caster

Effect: This seems pretty straightforward, does it not? For each casting, the mage can create a pit of the specified size. The material excavated is evenly distributed around the hole-when the spell expires, the resulting hole remains until filled in. This spell will only function in diggable substances i.e., sand, dirt, mud, gravel, and is of little or no use at jailbreaking. Unless of course the jail is sufficiently backward to have dirt floors. What on earth are you doing in it?

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Proprietary Knowledge for the Magic-User

Dimension Door

Range: 3"/level of caster

Duration: 1 turn

Area of Effect: 10 ft by 10 ft doorway

Effect: A perennial favourite, Dimension Door permits the caster and party to cover relatively large amounts of space in relatively small amounts of time. The caster opens the door, everyone steps through that is going to step through and voila! You are now as far away as you wanted to be/were capable of being. A couple of notes, here. Dimension Doors can operate vertically as well as horizontally. They are effectively line-of-sight things; if you can see it, and it is in your range, you can reach it. Inanimate objects can be passed through this spell.

Fear

Range: Personal

Duration: 10 Combat Rounds

Area of Effect: 6" long cone, 3" wide at far end, tapering back to caster

Effect: Creatures in the target zone must save vs. spells. If they fail their save, they proceed away from the caster at maximum speed, in sheer panic. They will continue to run for the time remaining to the spell. Creatures that make their save must save again in the next round, or risk the consequences. A failed save keeps the affected creature in the grip of panic for however long the spell lasts. There is a base 60% chance that affected creatures will drop anything in their hands (weapons, cameras, etc.) to increase their speed. This base chance decreases by 5%/level of creature. Thus, 13th level and above are completely immune to the chance of dropping their belongings.

Firetrap

Range: Touch

Duration: Permanent until tripped or dispelled

Area of Effect: 1 object up to man-sized

Effect: A handy way to discourage prowlers and/or other unsavoury types, this spell triggers a 5 ft radius of fire and blast, which does 1d4+1 in damage per level of caster. Creatures that make their save (vs.spells), take half damage. The explosion does not damage the object booby-trapped.

Fumble

Range: 1"/level

Duration: 1 rnd/level

Area of Effect: 1 creature

Effect: If the save (vs. magick) is failed, affected creatures will become dangerously (read: suicidally, we hope) clumsy, and will only answer to the name of "Keith". No one knows why. Those who make their save are affected as a Slow spell, for the duration of Fumble. Weapons will be dropped (possibly upon the foot), runners will stumble and fall (maybe over a precipice), and swimmers will not do very well at all. Good yucks at barroom brawls, but keep it off your own people.

Hallucinatory Terrain

Range: 2"/level

Duration: Until dispelled

Area of Effect: 1"3/level

Effect: Like most other spells of this type, this will work best if the hallucination is at least somewhat believable in the context of the realistic terrain that surrounds the illusion. This will cause apparent changes in local topography, that will appear real as long as you believe it. It does not affect reality, however. As an example: A hallucinatory bridge is cast over a real chasm. The first member of a party strolls out onto the bridge. Those remaining behind will shortly see him plunge screaming to the bottom, and will perhaps be spared a similar fate. Situations like this are why there are orcs, Trillabits, and Charm Monster spells.

Minor Globe of Invulnerability

Range: Personal

Duration: 1 rnd/level

Area of Effect: 1"d sphere, centered on caster

Effect: The poor man's Anti Magick Shell, this spell creates a sphere that completely negates First through Third level spells. The sphere of protection moves with the caster, and only stops magick and small magickal creatures, but does not stop normal weapons, or magickal weapons +4 or greater.

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The Sorcerer's Friend

Polymorph Other

Range: 1/2" per level

Duration: Permanent or until dispelled

Area of Effect: 1 Creature

Effect: This is an extremely handy little piece of work, because it causes the creature magicked to become the desired thing. You may not, however, polymorph living creatures into inanimate objects or plants, as the Gang of Four learned once, to their dismay, when they tried to hide in a hair boutique by masquerading as barber chairs. The target gets a saving throw, vs. spells, and is completely unaffected if it make it's save. Creatures thus magicked become whatever they have been transformed into, so think twice before polymorphing a friend into an enemy creature. And don't try to polymorph someone into something that you are unfamiliar with.

Polymorph Self

Range: Personal

Duration: 2 turns/level

Area of Effect: Personal

Effect: Another fun little party gag, this allows you to obtain many of the benefits of being something else, without the above mentioned drawbacks. While magicked, you have all the appearance of being whatever it is that you are. If, however, you become a magickal creature, you do not gain that creature's abilities in magick. Don't tempt fate with this spell-use it with care.

Protection from Normal Weapons Mk. II

Range: Touch

Duration: 6 Turns

Area of Effect: 1"Range on target

Effect: Stops normal missiles and hand held weapons cold (non magickal, 100 lb or less). 'Nuf said.

Remove Curse

Range: Touch

Duration: Permanent

Area of Effect: 1 object or creature

Effect: A basic utility spell, and a means to scratch up a bit of drinking money, Remove Curse allows limited de-cursing, such as permitting the removal of a cursed

item of jewelry, or protecting an individual from a cursed artifact before, and only before, the curse is triggered. This is not a broad-spectrum spell, it protects the cursed person against one item or curse per casting.

Wall of Fire

Range: 6"

Duration: 1 rnd/level

Area of Effect: 1" per 3 levels, 2"@6th, etc...

Effect: This starts a ring of magickally created fire, 10 ft. high, which cannot be dispelled but rather, must be extinguished. It does 2d6+(1pt/level) in damage to those persons affected by the fire.

Wall of Ice

Range: 6"

Duration: 1 rnd/level

Area of Effect: 1" per 3 levels, 2"@6th, etc...

Effect: This provides a ring of magickally created ice, 10 ft. high and 1 ft/level thick, which cannot be dispelled but rather, must be melted. It does 2d6+(1pt/level) in damage to persons attempting to break through the wall. Useful on Klids, and as a source for water or refrigeration.

Wizard Eye

Range: Personal

Duration: 1 rnd/level

Area of Effect: Not Applicable

Effect: A sort of bargain basement surveillance tool, Wizard Eye permits the mage to see around corners, over hill and dale, and whatnot. The eye can penetrate a minimum space of 1 inch (such as the crack under cheaper doors), and moves at up to 3"/round, and supplies infravision to a distance of 10 ft. It is strictly a visual source, and can see up to 60 ft in lighted spaces. The Wizard Eye itself is invisible, and leaves no clue of its presence, although it can be detected with conventional Detect Invisible spells. The operator must concentrate on its operation, and anything it sees, he or she sees. Including very bright lights, and so on. It does not transmit damage back to its operator, and its only range limitation is a function of time and distance.

Fred's World

Proprietary Knowledge for the Magic-User

Fifth Level Spells - 5 Spell Points Per Casting

Animate Dead

Range: Touch

Duration: Permanent or until dispelled

Area of Effect: 1 creature

Effect: For a mere 5 spell points, you too can revive that dead comrade. Sort of. By casting this spell, you can create those pesky zombies and skeletons that those fighters are so fond of destroying. The undead creatures thus created will follow your limited instructions, mostly things like guard duty. Do not ask them to compose the Great American Novel, or engage in sophisticated tactical planning. They will remain active until chopped into bits by the bad guys (no regenerating unless suitable extra magick is added), or subjected to a sufficiently strong dose of the appropriate clerical magick.

Cloudkill

Range: 1"/level

Duration: 1 round/level

Area of Effect: 4"w X 2"h X 2"deep

Effect: A handy thing to throw against massed troops, this spell forms an unpleasant cloud of toxic gas that moves away from the caster. Best cast with the wind, it moves 1"/round. Creatures ²⁴ hit dice within the target zone must save vs. Poison (PPD, @ -4), or be history. Creatures of 4+1 to 6 hit dice must save vs. PPD at normal levels, or be toast, too. Creatures ³⁶+1 are unaffected by this spell. Spell is heavier than air, and may or may not be flammable at each casting. Nothing seems to be constant in determining flammability, however, some slight correlation has been noted with swamps and other naturally occurring sources of methane and hydrogen.

Cone of Cold

Range: 1/2" per level, with caster as ground zero at the tip

Duration: None

Area of Effect: Cone 3" wide hemisphere at base

Effect: A quick and dirty way to chill out that troop of Klids. Those in the target zone must save vs. spells, or suffer 1d4+1/level in magickal cold damage, with successful saves taking half damage.

Conjure Elemental

Range: 6"

Duration: 1 turn/level

Area of Effect: 1 Elemental

Effect: If a servant is required for some menial task such as jailbreaking or bad guy stomping, this may do the trick. For each casting, 1 16d10 elemental is summoned. This chap will be either air, earth, fire, or water, depending upon nearby resources-water and fire require a reasonably large amount of the natural stuff to provide the raw materials. The elemental thus summoned will, for the stated time, follow the instructions of the caster until its time is up, or it is destroyed through combat or other unhappy accident. If the caster does not maintain his or her concentration to control the elemental, it will immediately turn upon and attack the caster. Once lost, control cannot be regained, nor can the elemental be dispelled prior to the expiration of the spell.

Contact Other Plane

Range: Personal

Duration: Special

Area of Effect: Personal

Effect: A fifth level spell to call Information, Contact Other Plane allows the caster to ask yes-no questions of beings that occupy a different level of existence. There is a constant chance of 25% that the caster will become insane as a result of this spell, with the insanity lasting 5 weeks. There is a constant 80% chance that the being contacted will know the answer to the question being asked, and there is a constant 75% chance that the party thus quizzed will answer truthfully. The caster gets 1 question/2 levels (4 @ 9th, 5 @ 10th, 6 @ 12th, etc.). Re asking a question will not result in any increase of veracity.

Feeblemind

Range: 1"/level

Duration: Permanent

Area of Effect: 1 Creature that naturally employs any form of magick

Effect: This one is another old favorite. The victim becomes like a moronic child, (in Fred's World, they usually recite "Mary had a Little Lamb" until you want to kill them just for that), and will remain so until clerically healed, or wished back to health. Target must save vs. spells at -4. A successful save results in no effect at all.

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Halt!

Range: 1"/level

Duration: 1 combat round/level

Area of Effect: Target creature

Effect: If someone is doing something that you'd rather they didn't, this spell will take them down, and keep them down, for a few minutes, without the pesky side effects of permanent damage. The target will receive 100 points in stun damage, and be helplessly paralyzed, for the duration of the spell, as well as being in a good deal of pain. For the paralysis to be effective, however, the damage must equal or exceed their total hit points. They will have all their senses about them, so's you can explain the error of their ways, but will not be able to cry out. A made save results in half damage, with paralysis lasting only for the duration of the round.

Hold Monster

Range: 1/2"per level

Duration: 1 round/level

Area of Effect: 1 Creature

Effect: If a monster of some sort is threatening your person with a swift and reliable ride to other planes of existence, or simply running away when you wish it wouldn't (say, you want to ask a question or two or buy it dinner), try this little gem upon it. The creature targeted must save vs. spells at -3, or be paralyzed for the duration of the spell. The creature will speak with you if it is inherently able and so inclined (they rarely have anything complimentary to say), but is not compelled to speak, let alone truthfully. When the spell expires, it does so suddenly. And so might you if you are not prepared for this.

Passwall

Range: 3"

Duration: 6 turns + 1 turn/level

Area of Effect: Special

Effect: What, a pesky wall between you and that treasure? Between you and the great outdoors? Passwall to the rescue! This spell creates a hole 5ft wide, 8ft high, and 10ft deep, lasting for the duration of the spell. These can be daisy chained to form tunnels. This spell will not penetrate metal, or other conventional (and unconventional) anti magick

barriers. The material excavated is not laying around for your use, but held in some cosmic landfill until the spell expires. Doesn't work on living (or undead) tissue, but that was very clever of you to think of it.

Telekinesis

Range: 1"/level

Duration: 1 round/level

Area of Effect: Up to a mass of 250GP/level

Effect: Magick users are a notoriously lazy and indolent lot, and legend has it that this was the second spell to be created when the world was young. It permits the caster to move objects strictly through the force of his or her own will. Objects move at the rate of 2" in the first round, 4" the second, 8" the third, up to a maximum of 1024"/round (in ten rounds), which works out to 35mph. With practice (practice, practice!), reasonable dexterity can be applied to the target. This spell has some very useful applications.

Teleport

Range: Touch

Duration: None

Area of Effect: Up to a party of 5 humans (15000GP)/casting

Effect: Is there a more used, misused, loved and hated spell? Very little explanation needed here. Instantaneous transport of living creatures to a prespecified and preannounced destination. Some restrictions apply. The caster must travel with the party or materials being teleported. The caster must know the destination very well (a time consuming process known as "getting coordinates"). Teleports can be tracked by someone sufficiently powerful. Random teleports (with no specified destination) are permitted, but not encouraged. Teleports cannot easily be steered once cast-attempting mid course adjustments is not for the inexperienced. The frequent user is advised to always have a destination or two in mind, and a party might be wise to agree upon a signal for imminent teleportation.

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Proprietary Knowledge for the Magic-User

Rock to Mud

Range: 1"/level

Duration: Permanent or until dispelled

Area of Effect: 2"3/level

Effect: Somewhat esoteric but nonetheless useful, this spell magickally moistens any kind of rock, making it into mud, which will shortly begin to flow, like mud is wont to do. This spell can be reversed, turning mud or quicksand into stone, or firming up a newly melted hole in a stone wall. There are rumored tactical uses of this spell, aside to the typical application of yanking the chain of stone golems.

Value

Range: Touch

Duration: 10 minutes

Area of Effect: Object touched

Effect: Pick something up. A gem, wand, sword, bag of money, etc. Regardless of what you may (or may not) have paid for the item(s), it's true value, here and now, is revealed to you. Useful when traveling to avoid being cheated, or to determine whether an artifact is magickal or not. Note that the presence of magick and the value of the item is revealed to you, but it is up to you to determine just what those magickal qualities, if any, may be. This spell is touch-based. To employ it upon a spoken price (a rate quote at an inn, for example), it is necessary to either write the information down, or touch the person that you are speaking with.

Wall of Iron or Stone

Range: 1/2" per level

Duration: Permanent or until destroyed

Area of Effect: Special

Effect: This allows you to create, magickally, a real wall of stone or iron, specified to the referee prior to casting. The wall thus created is three inches thick by twenty square feet per level of experience. At ninth level, for example, You can make a wall twenty-seven inches thick by 180 square feet (10 x 18), and so on. The uses for this spell are legion, including the indirect attack of magick-resistant creatures. The stone or iron thus created cannot be dispelled by Dispel Magick or similar spells. It must be destroyed through conventional or magickally destructive means.

Sixth Level Spells - 6 Spell Points Per Casting

Anti Magick Shell

Range: Personal

Duration: 1 turn/level

Area of Effect: 1' d. sphere, centered upon caster

Effect: No questions asked, absolutely stops dead in their tracks most spells of sixth level or less. Also repels magickal weapons up to +6, as well as magickally summoned, conjured, or created creatures. Does not stop normal weapons or missiles. A layered defense is suggested, but even the SDI has its leaks. Magick up to 6th level can be cast out of this shell.

Cataclysm (somewhat risky)

Range: 1"/level

Duration: Permanent

Area of Effect: 12"w X 1"long

Effect: If you find yourself plagued by a long line of enemy troops, or anything else of a similarly unpleasant nature, you can help them to see the error of their ways with this. For the prescribed distance, the earth opens at their very feet. In they tumble, with many a curse. Then, (this is the good part) the earth closes up, swallowing them entirely. Game, set and match. Best of all, there is no sign of anything happening. As one player said (about something else) "It kills you and digs your grave for you!" Bad guys that are not caught by this must make a successful save vs. fear or run away in abject terror. Note: This spell is only useable above ground; attempt use below ground at your own risk.

Control Weather

Range: None

Duration: 4d6 hours

Area of Effect: 1 hex (up to 900 miles2)

Effect: Allows you to control the weather in your hex-what did you think it meant?? You can create any naturally occurring weather, subject to local seasonal variations-you cannot make January into July. Weather thus created is under your control-tornadoes can be used as a form of aimed weapon.

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Death

Range: 1"/level

Duration: None

Area of Effect: 1/2" square/level

Effect: Death, plain and simple. Creatures thus magicked must save vs. Death (PPD). A successful save results in no damage taken whatsoever.

Results and Number of Deaths:

Creatures less than or equal to 2 hit dice: 4d20

Creatures less than or equal to 2+1 to 4 hit dice: 3d10

Creatures of less than or equal to 4+1 to 6 hit dice: 2d4

Creatures of less than or equal to 6+1 to 8 hit dice: 1d4

Use with care - resurrection is the only alternative

Disintegration

Range: 1/2"per level

Duration: None

Area of Effect: 1"3

Effect: Like its cousin, Death, this is a very destructive and amusing spell. It affects everything, living, dead, undead, metallic, etc. etc., ad infinitum. Unlike Death, however, there is no resurrecting. Only living creatures get a saving throw vs. spells. Successful saves suffer no damage.

Enchant

Range: Touch

Duration: Not Applicable

Area of Effect: 1 item

Effect: Cast this spell upon the desired non living object, and it is then prepared for further magicking. This is the crucial first step in writing a new spell, enhancing weaponry, or creating magickal artifacts. As far as weapons go, do not expect more than one "plus" per casting of this spell.

Fear Mk II

Range: 1"/level

Duration: 10 Combat Rounds

Area of Effect: 6" r sphere on caster or target

Effect: Creatures in the target zone must save vs. spells. If they fail their save, they proceed away from the caster at maximum speed, in sheer panic. They will continue to run for the time remaining to the spell. Creatures that make their save must save again in the next round, or risk the consequences. A failed save

keeps the affected creature in the grip of panic for however long the spell lasts. There is a base 60% chance that affected creatures will drop anything in their hands (weapons, cameras, etc.) to increase their speed. This base chance decreases by 5%/level of creature. Thus, 13th level and above are completely immune to the chance of dropping their belongings. This spell functions exactly as the fourth level Fear, except that it allows an entire party to fall under it's sphere (if you will) of bad influence, as opposed to a single person.

Geas

Range: Touch

Duration: Until fulfilled or removed

Area of Effect: Creature touched

Effect: Whoo-boy this is a fun one. By Geas'ing someone, you compel them to do whatever the spell has been programmed for. The magickal version of Quest . The person thus zapped must save vs. spells, or falls victim to the Geas. They will, if the save fails, do whatever is necessary to fulfill the conditions of the Geas, no matter what these may be. Any attempt to deviate from the spell will cause them to sicken and die in 1d4 weeks. A Wish can remove the Geas, and that is about all that will. There are rumors of clerical 911 calls occasionally working, as well as extremely powerful Remove Curse or Dispel Magick spells. Extremely powerful.

Invisible Stalker

Range: 1"

Duration: Until fulfilled or destroyed

Area of Effect: 1 Stalker

Effect: Many people's favourite, this spell summons, from another plane of existence, an invisible creature that will carry out any task you set before it, or die trying. The Stalker is an extremely intelligent, 8 hit die monster that is an infallible tracker. Once it performs its' single task, it returns to the nether regions whence it came, without so much as a by-your-leave. Program the Stalker with great care. The creature serves out of compulsion, not personal loyalty; thus the Stalker will always perform the assignment to the letter-it does what you tell it to, not necessarily what

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you want it to. Do not summon Stalkers lightly, or use them for casual weapons-testing. Legend tells of one Geoffrey Eastbrooke who abused Stalkers frequently, and ultimately paid for his mistake. Just because a Stalker is killed on one plane of existence does not mean that it is gone for good. It is possible to run across the same Stalker from time to time. Treat them well, and they may treat you well.

Project Image

Range: 1"/level

Duration: 1 round/level

Area of Effect: Special

Effect: This little darling projects a fully three dimensional image of the caster (And only the caster), with all of the benefits that this implies. Spells can be cast, sensory input transceived, etc. The caster must be in visual range, to control the illusion. Damage inflicted upon the Image is not transmitted to the caster, and animals will also be fooled. A Dispel Magick of sufficient power will burn this, and anti-magick techniques will also not do it any favors.

Stone to Flesh

Range: 1"/level

Duration: Permanent

Area of Effect: 6" r sphere on caster or target

Effect: This seems pretty obvious, doesn't it? If someone has been stoned (in the granite sense), it will restore them to flesh, along with their clothing and goods. This is reversible, which can be a lot of fun.

Vapour of Death

Range: 1"/level

Duration: 4 Combat Rounds

Area of Effect: 12" w X 1" l X 10ft. h

Effect: Remember Cloudkill ? Well, this is similar. This creates a visible wall of gas of the above dimensions. Creatures of 28 hit dice finding themselves in this wall, or entering it must make a successful save vs. death (PPD @ -4), or start pushing up those daisies. Creatures of 8+1 to 12 hit dice save normally. Any successful save results in incapacitation from gas for 1 round. Might make an entertaining one-two punch with Cataclysm ...

Mages Tome of Monsters i.e. Fauna:

As a mage, you will find that there are a few creatures you might be expected to have some passing familiarity with. As well as some idea as to how to control and/or destroy them, should the situation arise. Herewith is a short, and by no means all inclusive, list.

<u>Type</u>	<u>A.C.</u>	<u>Speed</u>	<u>Hit Dice</u>	<u>Damage</u>
Basilisk	4	6	6d8	1d10

"Everyone must get stoned!" If you toy with this creature, have that Stone to Flesh spell at hand. The blood of the Basilisk has value. The creature's gaze will turn creatures that fall under it to stone. Keep your mirrors handy, or (preferably) Wizard Eye or Projected Image. Better still, let the Fighters deal with it.

Black Pudding	6	6	10d6	3d8
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Not something you find in a cafeteria (usually), Black Pudding is immune to Cold and Lightning based spells. As it slithers along, it tends to dissolve wood and metal, and anything less durable. With the passage of time and the consumption of matter, a small piece of Black Pudding can and will grow. Toast it. With Fireballs!

Chimera	2	9/18	9d8	3d10
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The Chimera is one of those creatures capable of flight, that doesn't hesitate to use this power should the occasion warrant it. It has a respectable breath weapon that does 3d8 in magickal fire. It can do this little stunt at will. Not too bright, and not too pleasant. Easily annoyed, and will attack without provocation.

Cockatrice	6	6/18	5d8	1d4
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Remember the Basilisk? This fellow doesn't have to gaze, just touch, to stone someone. Hence, the feathers are valued by magick users. Use the feathers for party favors, filling the pillows of enemies, and so on. Zap them at range.

Death Knight	0	12	9d10	By weapon
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The Death Knight is an extremely unpleasant fellow, usually employed by Chaotic types. Immune to Charm, Hold (Person or Monster), Cold, and Death spells, including Finger of Death. He uses magick as a 20th level mage, and generally prefers enchanted weapons

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of the sort that knights usually use. They are created from fallen Paladins. The best defense is a Disintegration spell. Fire and Lightning based spells also hurt them. Avoid bodily contact, as they can remove one life level with each hit.

<u>Type</u>	<u>A.C.</u>	<u>Speed</u>	<u>Hit Dice</u>	<u>Damage</u>
Demon, Type 1	0	12/18	8d8	1d20+10

Not a big worry. Their primary attribute is that they can gate in more of their kind at will, one at a time. Realize that several of these fellows can easily split their duties, some kicking your fanny, and others gating in more to join the party. Hit them hard, and first. Disintegration again is suggested. Failing that, whale on them with Lightning, etc.

Demon, Type 2	-2	6/12	9d8	3d8
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As above. Slower, but better protected and with more hit points.

Demon, Type 3	-4	9	10d8	4d8
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A little wrinkle here. This chap can gate in not only Type 3's, but 2's, and 1's as well.

Demon, Type 4	-1	9/12	11d8	2d8
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This is where it starts to get interesting. He can only be hit by +1 or silver weapons, and that is only the beginning: They also use magick, albeit to a limited ability. You can bet he won't cast Sleepytime Comfort on you, even if you ask politely. Death, and Disintegration come to mind, or you can let the fighters worry about it, and give them fire support as needed.

Demon, Type 5	-5	12	8d8	7d6
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You should have stayed home to-day. Silver or +2 is the minimum to hit, and this one is a better magick user than Type 4's; think of him as at least a fifth level mage; without the impeccable manners.

Demon, Type 6	-2	6/15	10d8	5d10
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Guess what! Only silver or +3 weapons for this one. While he cannot gate in a few buddies, he doesn't have to. Additionally, he employs magick (surprised?), that can also be clerical (how about now?). Get out that Teleport scroll you bought "just in case".

<u>Type</u>	<u>A.C.</u>	<u>Speed</u>	<u>Hit Dice</u>	<u>Damage</u>
Djinni	4	9/24	7d8	2d8

You shouldn't have bought that old lamp, let alone tried to polish it. A form of demon, the Djinni (pronounced "Gin") is a magick using demon, cousin to an Air Elemental. Very sturdy, they can carry large cargoes, and/or Teleport them. Useful for transporting rare and previously owned merchandise. If you want to call these boys up, get a ring or scroll of Djinni summoning. Each use will only supply you with one Djinni.

Dragons: A general note. Dragons have 8 age categories, and little is known about their lifespans. They are very, very good at shortening yours, however. They have high commercial value, dead or alive, but dragon trapping is not for the neophyte. Useful/valuable parts of dragons include their teeth, blood, and hides. Additionally, there is one more thing. Newly hatched dragons are covered with Dragon Flakes. These flakes are eaten by the young dragon, or simply fall off. They look like cornflakes. They are not as tasty. Do not (under any circumstances) eat them. Collect them. You should either hand them over to someone who knows what to do with them, (which you don't) or you could attempt to sell them to the same parties. At your peril. Always assume that a dragon can not only use magick, but that he or she can do so far, far better than you ever will be able to. Dragons, like you, can be of varying alignments. The general rule of thumb is that metallic dragons (gold, silver, etc.) are generally lawful. The dragons of base colours (red, blue, green, etc.) are generally chaotic. The mixed or bizarre colours (plaid, transparent, etc.) are not to be trifled with. Remember that there are exceptions to every rule. Gem dragons (diamond, emerald, etc.) do exist. Next to nothing is known about them, but they are rumored to be neutral in alignment. And very powerful. As a human, you are more or less beneath their notice. If you keep it that way, and don't make trouble for them, they may not make trouble for you.

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Proprietary Knowledge for the Magic-User

Dragon Type A.C. Speed Hit Points Damage

• **Transparent** -4 9/30 Yes Absolutely

Ask a cleric what he or she is supposed to do around Purple Riders. This creature is rare. Thank Gods. If there is no cleric to query, RUNRUNRUNRUNRUN! The worst.

• **Plaid** -3 12/30 3800+ 100+

Yes, a Plaid Dragon. Not affected by any known dragon breath weapons (Fire, Lightning, Cold, Gas, and Acid). Coat a fighter with poison and feed him to the beastie. Just a suggestion.

• **Platinum** -3 9/30 3500+ 100+

Not affected by any known dragon breath weapons (Fire, Lightning, Cold, Gas, and Acid). Unaffected by known magick. Clerics, anyone? Or review the suggestion for Plaids.

• **Gold** -2 12/30 3300+ 100+

Not affected by any known dragon breath weapons (Fire, Lightning, Cold, Gas, and Acid). Fond of using magick, the gold dragons have a sort of motto- "Never stomp when you can cast".

• **Silver** -1 9/24 3000+ 100+

Not affected by the breath weapons Fire, or Lightning. Cold or Gas might buy you enough time to escape.

• **Bronze** 0 9/24 2800+ 100+

Not affected by the dragon breath weapon Fire. Lightning, Cold, Gas, and Acid attacks are a good place to start. Here is where they start to get wimpy. If you can consider a minimum 2800 hit points wimpy.

• **Copper** 1 9/24 2500+ 100+

Not affected by the dragon breath weapon Fire. Lightning, Cold, Gas, and Acid attacks are a good place to start. Wimpier still.

• **Brass** 2 12/24 2000+ 100+

Still not affected by the dragon breath weapon Fire. Lightning, Cold, Gas, and Acid attacks are also a good place to start. The pushover of metallic dragons. Push hard. The brass dragon spends most of his time being bossed around by the other metallic dragons. And remember, Uncle Chauncy was a brass dragon.

Dragon Type A.C. Speed Hit Points Damage

• **Red** -1 9/24 3000+ 100+

Baddest of the base color dragons, he is immune to Acid, Fire, and Cold based attacks. Red dragons consider horsemeat a delicacy. The fresher the better. And the harmless thing that rides horses serves as an hors'doeuvre. Fond of trashing black dragons.

• **Blue** 2 9/24 2800+ 100+

Not affected by the dragon breath weapons Fire and Lightning. Affected by swords.

• **Green** 2 9/24 2500+ 100+

Immune to Fire and Gas. Not immune to violent death.

• **Black** 3 12/24 2000+ 100+

Immune to Fire and Acid attacks. Fond of trashing white dragons.

• **White** 3 12/30 2000+ 100+

Still not affected by the dragon breath weapon Fire and Cold. The pushover of base color dragons. But you have to push hard. The white dragon spends most of his time being bossed around by the other color dragons. He may carry a grudge. Often found at home.

Type A.C. Speed Hit Dice Damage

Elemental, Air 2 36 16d8 2d10

A creature summonable by the spell Conjure Elemental. It will do your bidding, as long as you can maintain control. Transport and reconnaissance.

Elemental, Earth 2 6 16d8 4d8

Another Elemental, this one can only be hit by +2 weapons or better. Good for urban or rural renewal. Or simply knocking over a wall, kicking in a door, teaching manners to Fighters.

Elemental, Fire 2 12 16d8 3d8

Another Elemental, this one can only be hit by +2 weapons or better. Composed of fire, it can be useful against creatures that use cold based attacks, or undead. Damage from this elemental is treated as magickal fire.

Elemental, Water 2 6/18 16d8 5d6

An inhabitant of the depths, the water elemental can be very handy at bringing things up from the bottom. Or sending them there. Useful against fire based attacks, or fire elementals (of course, the reverse is true).

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Type	A.C.	Speed	Hit Dice	Damage
Hellhound	4	12	7d8	1d10

Judging from the name, one might guess that the Hellhound is immune to fire-based attacks. Since fire doesn't hurt them, they are fond of a fire based breath weapon that does 1d10/use, lest you save vs. Dragon Breath, in which case the victim is unharmed. By the breath weapon. Think of them as a rabid dog, and hit them accordingly. They generally appear in groups of less than 10. Ethelbert is fond of these creatures, so be careful when and where you off them. Occasionally seen in the city itself.

Hydra	5	9	12d8	1d10/head
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Hydras can have up to 12 heads, although they usually have fewer. Be wary, though, as each time you remove one of these heads, two grow back in 1-5 rounds. So, it is possible to exceed the normal 12 head limit. Ignore the heads, go for the body. For every three heads, one can breathe fire at will. They are good guardians; They are often seen keeping order in scenic, rustic Peasantowne. Not terribly bright. Bear this in mind. They will fall for many scams, which may beat trying to kill them.

Invisible Stalker	3	12	8d8	4d4
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A perennial favorite, the stalker is a tireless and infallible tracker. Note that it serves out of compulsion, not loyalty, and will twist your intent any way it can to have a laugh at your expense. They will follow your instructions to the letter, so be very careful what you tell them to do. They do what you tell them to, not what you want them to. Remember Geoffrey Eastbrooke. They can use Mk. II Invisibility. Can you see that? They always get the first attack, and at +4 to boot.

Lich	0	6	11d8	1d10/special
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An undead mage, the Lich can only be hit by magickal weaponry, and they cast magick at least as a 20th level mage. The 1d10 is what they do bare handed. They get nastier when armed, and carry the usual magick user weapons; dagger, staff, and whatnot. Feed him a cleric.

Type	A.C.	Speed	Hit Dice	Damage
Lupus X-1	Tough	48+	many	Extensive

Ever see Alien ? This creature is very elusive, and very tough. Immune to all known magick. It gets at least three attacks per round. Juliennes just about anything. Has a tail weapon that seems to use a cold based poison. Big fangs that do the same thing. Has a natural camouflage that renders it nearly invisible. Apparently has the natural ability to detect invisible. Review suggested procedures for plaid dragons. Reacts negatively to dogs. This is the sum total of our knowledge about this creature.

Manticore	4	12/18	6d8	3d6
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Think of this as a lion that flies. With a human head. Somewhat intelligent, but mostly a pain in the butt. They view human flesh as a special delicacy, and have a tail that holds from 1-36 spikes, which the manticore can fire quite accurately and at a range comparable to the long bow.. Each spike does 1d6. One out of six of these can be poisonous, treatable with standard antivenin techniques. The loot and/or belongings of the manticore's victims may be found in it's lair, which could be useful for something, yes?

Minotaur	6	12	6d8	3d4
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Think of this as a bull headed Scandaharian that doesn't fly. But then, he doesn't need to. Useful as a guard, if the intellectual requirements aren't all that taxing. This is why there are Fighters.

Mummy	3	6	6d8	1d12
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Everyone's favourite, Mummies are immune to Cold, Hold, Sleep, Charm, and Slow spells. They can only be hit by magickal weaponry (no silver here), they automatically exude a Fear spell. Persons in the vicinity (3" r.) must save vs. Staves and Wands, each turn, or pay the consequences. The touch of a mummy causes a rotting disease, that can be nailed with your trusty Cure Disease spell. Fire based attacks will spoil his day. If clerics are available, let them deal with it; this is small potatoes.

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Proprietary Knowledge for the Magic-User

Type	A.C.	Speed	Hit Dice	Damage	Type	A.C.	Speed	Hit Dice	Damage
Roc	4	3/30	18d8	6d6	Zombie	8	6	2d8	1d8
Very strong, the Roc can carry a Volkswagon away, if he so desires (and he can find one). Note his speed on the ground. Find a way to get him there, keep him there, and kill him there. Think what a Fireball would do to his feathers. Amusing pets, but get a Pseudodragon instead.					Another task for the fighters, Zombies are a low grade annoyance. Skeletons with smelly skin. Treat as skeletons, but the blades work on these guys. Useful as servants, as long as they don't have to do anything more demanding than rake gravel. Badly.				

Shadow Demon 1 12 7d8 2d10
 Magick users hate these things, as they are immune to Fire, Cold, and Lightning based spells. They are +2 on their attacks after sunset. Good time to hang back, and ask your cleric for a moment of his or her time. Or Disintegrate the pesky rascal.

Spectre 2 15/30 7d8 1d8
 Sure, he doesn't seem to hit very hard. But they do move very briskly, and are immune to Charm, Cold, Hold, Sleep, or Death spells. They drain 2 life levels per touch (plus the 1d8), and can only be hit by silver or magickal weapons. Run away. Failing that, pray. As a last resort, engage them. See Shadow Demon.

Vampire 1 12/18 8d8 1d10
 Immune to the same things as a Spectre, the vampire is very rare. Cold and Lightning based spells only do half damage. Magickal weapons of at least +1 are needed to even get their attention, and they also drain 2 life levels/touch, along with that pesky 1d10. Keep a holy symbol between it and you, and you are reasonably safe. Heh heh heh.

Wraith 4 12/24 5d8 1d6
 Silver or magickal weapons again. In addition to their 1d6, they drain 1 life level/touch. Treat as a wimp spectre.

Wyvern 3 6/24 7d8 3d8
 Something of a junior dragon, without the dragon's good manners. Wyverns will attack just about anything for the sheer hell of it. They have a tail that can strike a three hundred sixty degree radius, and it is poisonous. Recipients of the poison must save vs. Poison (PPD), or die in 1d6 rounds. Standard antivenin techniques. The poison has high commercial value to Thieves, Alchemists, and Magick Users.