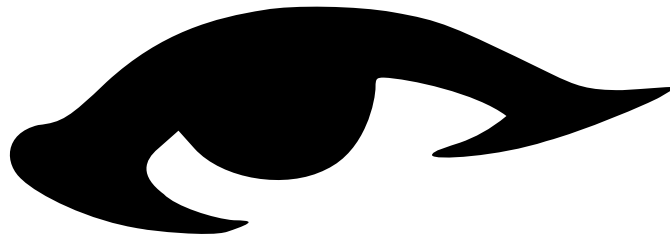


The Glain Companion

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INTRODUCTION

The **Glain Companion** is a collection of supplementary rules for the **Basic Fantasy Role-Playing Game**. This volume contains, in effect, the game as I play it with my own group, in my own world of Glain. Despite the name, few if any details regarding the world of Glain will be found herein; this book simply compiles the information the players in my campaign may need, in addition to the Core Rules volume, in order to enjoy the game to the fullest.

Please note that this is not an official **Basic Fantasy Project** publication! Despite that fact, however, you may find it interesting to note that all of the rules compiled herein come from official rules supplement documents published on the **basicfantasy.org** website, where of course you can also find the Basic Fantasy Core Rules, supplementary rules, adventures, and other materials, all distributed for free.

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PLAYER CHARACTERS

Character Races

Gnome

Description: Gnomes are small and stocky, more so than Halflings but not as much as Dwarves; both male and female Gnomes stand around three and a half feet tall and typically weigh around 90 pounds. Their hair and beards may be blond, brown, black, or sometimes red. They have a fair to ruddy complexion. The most noticeable features about a Gnome from the standpoint of other races is their pointed ears and noses. They are renowned for their rapidly changing moods, sometimes gruff and contrary, sometimes whimsical and humorous. They have a lifespan between two and three centuries long.

Restrictions: Gnomes may become Clerics, Fighters, Magic-Users, Thieves, or Magic-User/Thieves. They are required to have a minimum Constitution of 9. Due to their small stature, they may not have a Strength higher than 17. Gnomes never roll larger than six-sided dice (d6) for hit points regardless of class. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows). With respect to encumbrance, treat Gnomes as equivalent to Halflings.

Special Abilities: All Gnomes have Darkvision with a 30' range. When attacked in melee by creatures larger than man-sized, Gnomes gain a +1 bonus to their Armor Class.

Gnomes are naturally very observant; being smaller than most other races has made them cautious and aware of their surroundings. As a consequence, a gnome has a 10% chance to detect an invisible or hidden creature within a 30' radius. This ability does not apply to inanimate objects such as secret doors or invisible objects. A thief hiding in shadows, an invisible sprite, or a character wearing an elven cloak may all be detected in this way. As with any detection ability, the GM should make this roll.

A gnome who has detected a hidden thief can see him or her dimly; truly invisible creatures are sensed by their breathing, by the way echoes change in their vicinity, and so on. When fighting an invisible opponent, a gnome who has successfully detected the invisible creature suffers only a -2 penalty on the attack roll, rather than the usual -4 penalty as given on page 52 of the Core Rules.

Saving Throws: Gnomes save at +4 vs. Death Ray or Poison, and at +3 vs. Dragon Breath.

Half-Elf

Description: Half-Elves are the result of crossbreeding between Elves and Humans. An average Half-Elf male stands around 5'5" in height, with females averaging an inch shorter. They have pointed ears, but their features tend to favor the Human parent a bit more than the Elf. Half-Elves are well tolerated by Humans in most cases, but are often shunned (or at best, ignored) by Elven society.

Restrictions: Half-Elves may become members of any class or combination allowed to Elves. They are required to have a minimum Intelligence of 9, and like Elves they may not have Constitution scores higher than 17. They do not suffer from the Elven hit dice limit.

Special Abilities: Half-Elves have Darkvision with a 30' range. They are able to find secret doors on a 1-2 on 1d6, but do not find secret doors on a cursory examination as Elves do. Half-Elves gain a bonus of +5% on all earned experience, except if the Half-Elf is a member of a combination class.

Saving Throws: Half-Elves save at +1 vs. Magic Wands and Spells.

Half-Ogre

Description: Half-Ogres are the result of crossbreeding between Humans and Ogres. Such creatures tend to be outcasts within both Human and Ogrish communities, but they may often be found as leaders in communities of orcs or goblins. Half-Ogres are big, averaging around 7' in height, broad shouldered and rangy. Their features tend to favor the Ogrish parent, with dark coarse hair, tan or brown skin and dark eyes.

Restrictions: Half-Ogres may become Clerics or Fighters only. A Half-Ogre must have a minimum of 13 in both Strength and Constitution, and may not have either Intelligence or Wisdom higher than 15.

Special Abilities: Half-Ogres roll hit dice one size larger than normal; so a Half-Ogre Fighter rolls d10's for hit points, while a Half-Ogre Cleric rolls d8's. Half-Ogres gain a bonus of +5% on all earned experience. Due to their great size, they gain a bonus of +1 on the roll when opening doors or performing other feats of Strength. Finally, they have Darkvision with a 30' range.

Saving Throws: Half-Ogres gain no special bonuses to their saving throw rolls.

Half-Orc

Description: Half-Orcs are the result of crossbreeding between Humans and Orcs. Such creatures tend to be outcasts within Human communities, but sometimes rise to positions of leadership within Orcish communities. Half-Orcs are a bit shorter than Humans. Their features tend to favor the Orcish parent.

Restrictions: Half-Orcs may become members of any class. A Half-Orc must have a minimum Constitution of 9, and are limited to a maximum Intelligence of 17.

Special Abilities: Half-Orcs gain a bonus of +5% on all earned experience. They have Darkvision with a 60' range. When dealing with humanoids of Human-size or smaller, a Half-Orc gains an additional +1 on any reaction die roll, in addition to his or her Charisma bonus.

Saving Throws: Half-Orcs save at +1 vs. Death Ray or Poison.

Character Classes

Class Alterations

This section contains a number of **subclasses**, which are variations on the normal four character classes. In general, a character who is a member of a subclass is treated the same as a member of the main class in all ways not specifically detailed in this book. For example, Assassin is a subclass of Thief; Assassins thus have the same attack bonus and saving throws as Thieves.

This book includes changes to the four main classes found in the Basic Fantasy Role-Playing Game; thus, there are sections below for the standard classes, describing the specific changes made to each.

Assassin (Thief Subclass)

Level	Exp. Points	Hit Dice
1	0	1d4
2	1,375	2d4
3	2,750	3d4
4	5,500	4d4
5	11,000	5d4
6	22,000	6d4
7	44,000	7d4
8	82,500	8d4
9	165,000	9d4
10	247,500	9d4+2
11	330,000	9d4+4
12	412,500	9d4+6
13	495,000	9d4+8
14	577,500	9d4+10
15	660,000	9d4+12
16	742,500	9d4+14
17	825,000	9d4+16
18	907,500	9d4+18
19	990,000	9d4+20
20	1,072,500	9d4+22

There are men and women who make their living dealing death from the shadows. These people are called assassins. Most are trained by secret guilds or societies; civilized lands generally forbid such activities, but where there is a demand for murder for hire, there will be those who fulfill that demand.

Assassins must abide by the same weapon and armor restrictions as Thieves. To become an Assassin, a character must have a minimum Dexterity and Intelligence of 9 each. Only Humans and Half-Humans may become Assassins.

Assassins have several special abilities, as listed on the table below. Some abilities are shared with the Thief class, and are described in the Core Rules. Those abilities special to the Assassin class are as follows:

Poison: Assassins learn the art of making lethal poisons. Poisons are often quite expensive to make; it is not uncommon for a single application of contact poison to cost 500 gp or more. The GM is advised to take care that poison does not become too much of an easy solution for the Assassin.

Assassinate: This is the Assassin's primary special ability. As with the Thief's Sneak Attack ability, any time an Assassin is behind an opponent in melee and it is reasonably likely the opponent doesn't know he or she is there, an attempt to assassinate may be made. The attack must be carried out with a one-handed piercing weapon, such as a dagger or sword. The attack is rolled at an attack bonus of +4, and if the attack hits, the victim must roll a saving throw vs. Death Ray or be instantly killed. If this saving throw is a success, the victim still suffers normal

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Assassin Abilities

Level	Open Locks	Pick Pockets	Move Silently	Climb Walls	Hide	Listen	Poison
1	15	20	20	70	5	25	25
2	19	25	25	72	10	29	30
3	23	30	30	74	15	33	35
4	27	35	35	76	20	37	40
5	31	40	40	78	25	41	45
6	35	45	45	80	30	45	50
7	39	50	50	82	35	49	55
8	43	55	55	84	40	53	60
9	47	60	60	86	45	57	65
10	50	63	63	87	48	60	69
11	53	66	66	88	51	63	73
12	56	69	69	89	54	66	77
13	59	72	72	90	57	69	81
14	62	75	75	91	60	72	85
15	65	78	78	92	63	75	89
16	66	79	80	93	64	77	91
17	67	80	82	94	65	79	93
18	68	81	84	95	66	81	95
19	69	82	86	96	67	83	97
20	70	83	88	97	68	85	99

weapon damage. At the GM's option, characters two or more levels lower than the Assassin may be denied a saving throw.

Waylay: An Assassin can attempt to knock out an opponent in a single strike. This is performed in much the same way as the Assassinate ability, but the Assassin must be using a weapon that does subduing damage normally (i.e. a club or cudgel). The attack is rolled at a +4 attack bonus; if the Assassin hits, the victim must make a saving throw vs. Death Ray or be knocked unconscious. If this roll is made, the victim still suffers normal subduing damage. Creatures knocked unconscious by a Waylay attack will remain that way for 2d8 turns if not awakened.

Note: If the GM allows Thief characters to allocate their ability percentages, as given on page 153 of the Core Rules, then the Assassin may also be allowed to do so. Scouts gain 30 points per level from 2nd to 9th levels, 20 points per level from 10th to 15th levels, and 10 points per level thereafter.

Bard

Level	Exp. Points	Hit Dice	Song Prof.	Max Bonus
1	0	1d4	2	+1
2	1,000	2d4	2	+1
3	2,000	3d4	3	+1
4	4,000	4d4	3	+2
5	8,000	5d4	4	+2
6	16,000	6d4	4	+2
7	32,000	7d4	5	+3
8	64,000	8d4	5	+3
9	120,000	9d4	6	+3
10	200,000	9d4+2	6	+4
11	280,000	9d4+4	7	+4
12	360,000	9d4+6	7	+4
13	440,000	9d4+8	8	+5
14	520,000	9d4+10	8	+5
15	600,000	9d4+12	9	+5
16	680,000	9d4+14	9	+6
17	760,000	9d4+16	10	+6
18	840,000	9d4+18	10	+6
19	920,000	9d4+20	11	+7
20	1,000,000	9d4+22	11	+7

Bards represent those characters who make their way in the world by means of influencing others. Most Bards are entertainers of some sort or another; singing, playing music, and oratory are their strengths. The Prime Requisite of a Bard is Charisma; all Bards must have 9 or more points of Charisma. All Bards receive an additional +1 to reaction rolls, on top of any Charisma bonus one might have.

Characters of any race may be Bards; however, human Bards have the ability to form a combo class with any of the four core classes, as well as with any supplement classes the GM chooses to allow. Thus, a Bard/Cleric, Bard/Fighter, Bard/Magic-User, or Bard/Thief are all possible combinations for a human character.

Bards use the Cleric/Thief column of the Attack Bonus table. A single-class Bard uses the Fighter saving throw table, but a combo-class Bard uses the saving throw table for the other class (not the best of Fighter or the other class as would be usual for a combo class, but just the one for the other class). Of course, a Bard/Fighter uses the Fighter table.

Single-classed Bards may use any weapon and wear any armor, and may use a shield if desired. Combo-class Bards must abide by the limitations of the other class with respect to using armor or shields, but except for Bard/Clerics they may still use any weapon; Bard/Cleric characters must abide by the limitations of their class. If supplement classes are used, this requirement applies to combos with any subclass of Cleric as well.

Bard Songs: All Bards have the ability to play and sing songs which can influence not just the mood but even the abilities of those who hear them. When performed, these songs typically apply a bonus of some sort to die rolls made by allies of the Bard, or a penalty to his or her enemies. This is referred to as the "bonus" of the song. Bards begin play knowing two different Bard Songs plus one additional song for each point of his or her Charisma bonus. At 3rd level and at each odd level afterwards, the Bard receives an additional song proficiency. This may be used to learn an additional Bard Song, or to improve the Bard's proficiency with songs already known. Songs begin with a bonus of +1 (applied as a negative number when used against an enemy); a Bard may apply an additional song proficiency to a song to increase its bonus. This bonus may not be higher than the listed "maximum bonus" given on the advancement table above.

Listed below are the basic Bard Songs available to Bard characters with an explanation of each song's benefit. The player should be encouraged to come up with his or her own unique song names and perhaps even come up with some sample lyrics or melody for each. Of course, this is not necessary for actual play but may enhance the role-playing aspect of the campaign.

Songs that are played during the course of combat must be played continuously. Regardless of the Bard's particular playing style, he or she may not utilize a weapon; if Combat Options is being used, the Bard may not engage in Defending. The Bard may move about, but may not attack during a round in which he or she is performing. If the Bard is struck in combat, the effect is immediately canceled until the Bard's turn when he or she can resume performing. If a Bard chooses to end a song (with a flourish), the effect lingers one additional round; this does not apply if the Bard is interrupted. Note that this allows the Bard to take advantage of the song effect himself on his next turn.

When Bards are playing on opposing sides of a battlefield, all bonuses and penalties apply, sometimes creating a situation of a "net" bonus/penalty.

Sometimes Bards play together as a duet, quartet, etc. Each Bard must know the same songs to participate in such collective Bardic Song playing. The bonus for this combined song is equal to the highest bonus available (i.e. the bonus of the most proficient Bard) with an additional +1 for each additional Bard assisting; the maximum bonus which can be achieved is normally +5. However, if the performers are being opposed, calculate the full sum for both sides, subtract the lesser from the greater, and then apply the remainder to the side with the greater bonus, applying the limit of +5 to this figure. In combined performances, any one Bard who is interrupted will spoil the entire performance for all the Bards. A Bard may intentionally leave the song at any point, causing the bonus to be recalculated, and conversely a Bard may join the song at any point with the same effect.

The Songs

The songs listed below are the most common sort of Bard Songs. Other more rare or unique songs may be developed over the course of play by the Game Master or intrepid players. Any new abilities should mirror the power levels shown by those listed here. Not all songs require an instrument; if a song says "singing" then no instrument is needed, while if one says "playing" then an instrument is required. Performing without an instrument applies a penalty of -1 to the song (completely nullifying the effect if the song has a bonus of +1).

Alertness Song (rondo) – While singing this quiet tune, all allies within 10 feet are less likely to be surprised, reducing the die roll range by 1 (from 1-2 on d6 to a roll of 1 on d6). A second rank of proficiency reduces the chance further to a roll of 1 on d8, and a third rank modifies the roll to 1 on d10. Proficiency in this particular Bard Song may not be increased beyond 3 such ranks.

Battle Song, offense (march) – While playing all allies within 60 feet receive the benefit of +1 to their Attack Bonus.

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Battle Song, defense (strophic) – While playing all allies within 60 feet receive the benefit of +1 to their Armor Class.

Charms Song (lullaby) – By playing lullaby, a Bard lulls those listening into a drowsy day-dreamy state. Allies are unaffected, but others have a -1 penalty on saves versus sleep, charms, illusions, suggestions and similar effects.

Funeral Song (requiem) – While playing this song, undead creatures (or vile beings from netherworld regions) are more easily turned by Clerics or those with similar powers, granting the character a +1 to his or her Turning attempt.

Healing Rest Song (nocturne) – By playing periodically during the periods of rest, each allied character including the Bard receives the benefit of an additional point of healing (see p. 51 of the Core Rules). A major disruption of the rest period will spoil the effect.

Laying of Hands Song (hymn) – While this song of divine inspiration is being played, any allied Clerics within 60 feet receive an additional +1 point per die when casting any healing spell.

Lock Picking Song (measures) – By this carefully timed piece, a Bard can assist in the concentration of roguish characters during attempts to Open Locks and in the Removal of Traps (but not location of such traps). The Thief gets a +5% bonus on such attempts for each rank of proficiency of the Bard. Any character with such abilities can benefit from the song's effect.

Magic Weakening Song (elegy) – When playing this tune, magical effects are easier to shrug off, granting a +1 to any saving throw versus a magical effect (at the very least, all saves vs. Wands and Spells, and any other effect the GM rules is magical). However, this song affects all within 60 feet of the Bard, whether ally or enemy. If opposing Bards play the song at the same time, only the highest bonus is applied.

Morale Improving Song (polonaise) – While the Bard plays, allies within 60 feet have the benefit of +1 on morale or saves against fear effects.

Morale Defeating Song (caprice) – While the Bard plays, any enemies within 60 feet have a penalty of -1 on morale or saves against fear effects.

Pied Piper Song (allegro) – While playing this song, natural animals (including giant varieties) are more easily befriended or calmed by druids or those with similar powers. The druid receives a +1 to his or her Animal Affinity (Turning) attempt. While the song is playing, any animal specific charm or control type spell (as determined by Game Master) has a -1 penalty to the animal's saves.

Recall Song (lament) – This calming tune aids concentration and contemplation, allowing a spell caster (including the playing Bard if applicable) to recall a

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previously cast 1st level spell after a period of 1 hour of meditation while the Bard plays. Neither the Bard nor the spell caster may be interrupted during this time. No one spell caster may benefit from this effect more than once per day, but multiple spell casters may benefit from the effect. Increased proficiency allows spells of higher level to be recalled (up to level 5 spells), but the spell caster may choose lower level spells if desired. Regardless, only one spell can be recalled.

Song of Destruction (crescendo) – When playing this tune, magical effects are much more destructive, granting a +1 to the effective caster level of damaging spells originating within 60 feet of the Bard, modifying spell effects such as range, damage, and/or duration. This song affects both allies and enemies equally. Only the highest proficiency Bard effect applies when multiple bards might play this song at same time. The empowered caster does not receive additional memorized spells or other level derived benefits, only increased effectiveness with their current allotment of damaging spells.

Travel Song (barcarolle) – By playing a rhythmic tune during the majority of a day's traveling time, the allied group receives the benefit of +10% additional distance after all other factors are figured. Each additional level of proficiency increases this bonus by an additional +10% (up to +50% maximum).

Cleric

The following table adds 7th level spells.

Level	Exp. Points	Hit Dice	Spells						
			1	2	3	4	5	6	7
1	0	1d6	-	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-	-
7	48,000	7d6	3	2	2	-	-	-	-
8	90,000	8d6	3	2	2	1	-	-	-
9	180,000	9d6	3	3	2	2	-	-	-
10	270,000	9d6+1	3	3	2	2	1	-	-
11	360,000	9d6+2	4	3	3	2	2	-	-
12	450,000	9d6+3	4	4	3	2	2	1	-
13	540,000	9d6+4	4	4	3	3	2	2	-
14	630,000	9d6+5	4	4	4	3	2	2	1
15	720,000	9d6+6	4	4	4	3	3	2	1
16	810,000	9d6+7	5	4	4	3	3	2	1
17	900,000	9d6+8	5	5	4	3	3	2	2
18	990,000	9d6+9	5	5	4	4	3	3	2
19	1,080,000	9d6+10	6	5	4	4	3	3	2
20	1,170,000	9d6+11	6	5	5	4	3	3	3

Druid (Cleric Subclass)

Level	Exp.	Hit Dice	Spells					
	Points		1	2	3	4	5	6
1	0	1d6	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-
7	48,000	7d6	3	2	2	-	-	-
8	90,000	8d6	3	2	2	1	-	-
9	180,000	9d6	3	3	2	2	-	-
10	270,000	9d6+1	3	3	2	2	1	-
11	360,000	9d6+2	4	3	3	2	2	-
12	450,000	9d6+3	4	4	3	2	2	1
13	540,000	9d6+4	4	4	3	3	2	2
14	630,000	9d6+5	4	4	4	3	2	2
15	720,000	9d6+6	4	4	4	3	3	2
16	810,000	9d6+7	5	4	4	3	3	2
17	900,000	9d6+8	5	5	4	3	3	2
18	990,000	9d6+9	5	5	4	4	3	3
19	1,080,000	9d6+10	6	5	4	4	3	3
20	1,170,000	9d6+11	6	5	5	4	3	3

Druids are nature priests, revering the gods of the natural world. Often a Druid uses mistletoe as a holy symbol, but this can vary with specific nature deities. Druids spend their time contemplating nature or in mundane forms of service such as ministering in rural areas. However, there are those who are called to go abroad to serve the natural order in a more direct way by working actively to restore balance.

Druids can cast spells starting at 2nd level; they have their own spell lists, as detailed in the next section, and they prepare their spells in the same way as Clerics.

They have the power to Calm or Befriend Animals, which works much like the Clerical ability to Turn Undead. This ability is explained in detail in the Encounter section, below.

The Prime Requisite for a Druid is Wisdom; a character must have a Wisdom score of 9 or higher to become a Druid. Druids may not utilize metal armor of any type, and they are likewise limited to wooden shields. Druids utilize any one-handed melee weapon, as well as staff, sling, and shortbow.

Fighter

The following additional rules are applied to the Fighter class:

Weapon Specialization: A Fighter may choose a weapon in which he or she is especially skilled. Specialization only applies to "true" Fighters, and not to any subclasses thereof, unless otherwise noted. However, Fighter/Magic-User characters do use this rule.

At first level, the player applies one **rank** of specialization to the chosen weapon. This choice must be quite specific; for instance, a specialization in the longsword will give no bonuses when using a shortsword.

Every third level after first (that is, 4th, 7th, 10th, etc.) the player applies another rank of specialization. Each new rank may be applied to an existing specialization, or to a new specialization.

For instance, at first level Darion's player assigns a rank to longsword. Darion gains a bonus of +1 on attack rolls when using a longsword. At 4th level, the player may assign the new rank to longsword, giving a bonus of +1 on attack rolls and +1 to damage; or, the rank may be applied to a new weapon, such as the longbow, in which case both weapons have +1 on attack rolls but no bonus to damage.

As indicated in the Attacks Per Round column, at higher ranks of specialization the Fighter is allowed to attack more than one time per round. 3/2 means that the character may attack three times in every two rounds, once in the odd-numbered round and twice in the even-numbered round. At 2/1 the Fighter is allowed to attack with the specialized weapon two times per round. Additional attacks always come after all other attacks are resolved; that is, the Fighter attacks once on his or her Initiative number, then again after all "first" attacks are done. If more than one weapon specialist is involved in a battle, count Initiative down twice, once for "first" attacks and again for "second" attacks.

Rank	Combat Bonuses	
	(Attack / Damage)	Attacks per Round
1	+1 / +0	1 / 1
2	+1 / +1	1 / 1
3	+2 / +1	3 / 2
4	+2 / +2	3 / 2
5	+3 / +2	2 / 1
6	+3 / +3	2 / 1

Shield Specialization: A Fighter may apply a specialization rank to shields, instead of to a weapon. A shield specialist receives an additional +1 bonus to Armor Class while wielding a shield. Only one rank may be so applied.

Armor Specialization: A Fighter may apply a rank of specialization to a specific type of armor; when this is

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done, the character performs as if this armor were one step lighter in regards to movement rate. Thus, a character specialized in leather armor would move as if unarmored when wearing it; one specialized in plate mail would move as if in leather armor when so attired, and so on. Note that this would allow a plate mail specialist wearing enchanted plate mail to move as if unarmored. A Fighter can only apply one rank of specialization to each type of armor.

Illusionist (Magic-User Subclass)

Level	Exp.	Hit Dice	Spells					
	Points		1	2	3	4	5	6
1	0	1d4	1	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-
6	40,000	6d4	3	2	2	-	-	-
7	80,000	7d4	3	2	2	1	-	-
8	150,000	8d4	3	3	2	2	-	-
9	300,000	9d4	3	3	2	2	1	-
10	450,000	9d4+1	4	3	3	2	2	-
11	600,000	9d4+2	4	4	3	2	2	1
12	750,000	9d4+3	4	4	3	3	2	2
13	900,000	9d4+4	4	4	4	3	2	2
14	1,050,000	9d4+5	4	4	4	3	3	2
15	1,200,000	9d4+6	5	4	4	3	3	2
16	1,350,000	9d4+7	5	5	4	3	3	2
17	1,500,000	9d4+8	5	5	4	4	3	3
18	1,650,000	9d4+9	6	5	4	4	3	3
19	1,800,000	9d4+10	6	5	5	4	3	3
20	1,950,000	9d4+11	6	5	5	4	4	3

Illusionists are “specialist” Magic-Users who focus on the creation and manipulation of illusions, and at higher levels the quasi-real stuff of the planes of shadow. Though “normal” Magic-Users can create illusions, those created by a real illusionist are superior in quality and realism.

The Prime Requisite for an Illusionist is Intelligence. The Illusionist is required to have an Intelligence score of 13 or higher.

Because of their expertise at creating and understanding illusions, Illusionists always gain an additional +2 on saves vs. any sort of illusion or phantasm.

Illusionists produce magic much like other types of Magic-Users, but have different spell choices. The two classes may learn spells from each other so long as the spells are available to both classes. A first level Illusionist begins play knowing **read magic** and at least one other first level spell, recorded within a spell book.

GLAIN COMPANION

Magic-User

The following table adds 7th level spells.

Level	Exp.	Hit Dice	Spells						
	Points		1	2	3	4	5	6	7
1	0	1d4	1	-	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-	-
6	40,000	6d4	3	2	2	-	-	-	-
7	80,000	7d4	3	2	2	1	-	-	-
8	150,000	8d4	3	3	2	2	-	-	-
9	300,000	9d4	3	3	2	2	1	-	-
10	450,000	9d4+1	4	3	3	2	2	-	-
11	600,000	9d4+2	4	4	3	2	2	1	-
12	750,000	9d4+3	4	4	3	3	2	2	-
13	900,000	9d4+4	4	4	4	3	2	2	1
14	1,050,000	9d4+5	4	4	4	3	3	2	1
15	1,200,000	9d4+6	5	4	4	3	3	2	1
16	1,350,000	9d4+7	5	5	4	3	3	2	2
17	1,500,000	9d4+8	5	5	4	4	3	3	2
18	1,650,000	9d4+9	6	5	4	4	3	3	2
19	1,800,000	9d4+10	6	5	5	4	3	3	2
20	1,950,000	9d4+11	6	5	5	4	4	3	3

Paladin (Fighter Subclass)

Level	Exp. Points	Hit Dice	Spells	
			1	2
1	0	1d8	-	-
2	2,500	2d8	-	-
3	5,000	3d8	-	-
4	10,000	4d8	-	-
5	20,000	5d8	-	-
6	40,000	6d8	-	-
7	80,000	7d8	-	-
8	150,000	8d8	-	-
9	300,000	9d8	-	-
10	450,000	9d8+2	1	-
11	600,000	9d8+4	2	-
12	750,000	9d8+6	2	1
13	900,000	9d8+8	2	2
14	1,050,000	9d8+10	3	2
15	1,200,000	9d8+12	3	3
16	1,350,000	9d8+14	4	3
17	1,500,000	9d8+16	4	4
18	1,650,000	9d8+18	5	4
19	1,800,000	9d8+20	5	5
20	1,950,000	9d8+22	6	5

GLAIN COMPANION

Requirements: To become a Paladin, a character must have at least a Strength score of 9, a Wisdom score of 11, and a Charisma score of 11. Characters of any race may become Paladins, but the vast majority of them are Humans or Elves. They may use any weapon and may wear any armor or shield.

Special Abilities: Paladins emanate an aura equivalent to the spell protection from evil (or good, depending on the Paladin's particular faith) in a 10' radius. The Paladin can also detect evil (or good, as above) at will, as the spell.

Once per day, per level a Paladin can make his or her non-magical melee weapon or attack form equivalent to a magic weapon for purposes of hitting creatures only able to be struck with a silver or magical weapon. This effect lasts for a turn.

Once per day, the paladin can "Lay on Hands" to any wounded character and heal 2 points of damage; add the Paladin's Charisma bonus to this figure. On each odd-numbered level (3rd, 5th, etc.) the Paladin may do this one additional time per day (so, twice per day at 3rd level, three times per day at 5th level, etc.) Starting at 7th level, the Paladin may choose to cure disease (as the spell) instead of providing healing as above. At 11th level, the Paladin may also substitute neutralize poison.

A Paladin can Turn Undead as if a Cleric of a level equal to half his or her own, rounded down, starting at 2nd level.

Paladins gain the ability to cast appropriate Clerical spells at level 10. For purposes of spell effects that vary based on the Cleric's level, use one-half the Paladin's level, rounded down.

A Paladin must tithe, giving a minimum of 10% of all treasures gained or other profits as an offering to his deity.

A Paladin must obey a code of honor, as defined by the Game Master, and must try to perform duties assigned by his or her deity or religious hierarchy. If the Paladin breaks the code, all powers granted are taken away, and the character must atone for his or her actions as soon as possible. Until the Paladin successfully atones, as defined by the Game Master, he or she performs as nothing more than an ordinary Fighter.

PLAYER CHARACTERS

Ranger (Fighter Subclass)

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,200	2d8
3	4,400	3d8
4	8,800	4d8
5	17,600	5d8
6	35,200	6d8
7	70,400	7d8
8	132,000	8d8
9	264,000	9d8
10	396,000	9d8+2
11	528,000	9d8+4
12	660,000	9d8+6
13	792,000	9d8+8
14	924,000	9d8+10
15	1,056,000	9d8+12
16	1,188,000	9d8+14
17	1,320,000	9d8+16
18	1,452,000	9d8+18
19	1,584,000	9d8+20
20	1,716,000	9d8+22

Rangers are specialized warriors who roam the borderlands, where their mission is to keep the beasts and monsters of the untamed lands at bay. They generally operate alone or in small groups, and rely on stealth and surprise to meet their objectives.

Requirements: To become a Ranger, a character must have a Strength score of 9 or higher (just as with any Fighter), a Wisdom of 11 or higher, and a Dexterity of 11 or higher. They may use any weapon and may wear any armor, but note that some of the Ranger's special talents and abilities are unavailable when wearing heavier than leather armor. Humans, Elves, and Halflings may become Rangers. If the Half-Humans supplement is used, Half-Elves and Half-Orcs may also become Rangers.

Special Abilities: Rangers can **move silently**, **hide**, and **track** when in wilderness areas, at percentages given in the table below. Apply a -20% penalty when attempting these abilities in urban areas. Move silently and hide may not be used in armor heavier than leather (unless the Thief Options supplement is in use, in which case the adjustments in that supplement should be applied).

PLAYER CHARACTERS

Ranger Abilities

Level	Move Silently	Hide	Tracking
1	25	10	40
2	30	15	44
3	35	20	48
4	40	25	52
5	45	30	56
6	50	35	60
7	55	40	64
8	60	45	68
9	65	50	72
10	68	53	75
11	71	56	78
12	74	59	81
13	77	62	84
14	80	65	87
15	83	68	90
16	85	69	91
17	87	70	92
18	89	71	93
19	91	72	94
20	93	73	95

Note: If the GM allows Thief characters to allocate their ability percentages, as given on page 142 of Core Rules 2nd Edition, then the Ranger may also be allowed to do so. Rangers gain 14 points per level from 2nd to 9th levels, 9 points per level from 10th to 15th levels, and 4 points per level thereafter.

When tracking, the Ranger must roll once per hour traveled or lose the trail.

A Ranger must declare a **chosen enemy**. Against this chosen enemy, the Ranger gets a bonus of +3 to damage. This enemy might be a certain category of creature such as Giants, Humanoids, or Dragons. With the GM's permission, the list might include rival organizations, nations, or similar agencies.

Rangers are always expert bowmen. When using any regular bow (shortbow or longbow, but not crossbow), a Ranger adds +2 to his or her Attack Bonus. At 5th level, a Ranger may fire three arrows every two rounds (a 3/2 rate of fire). This means one attack on every odd round, two on every even round, with the second attack coming at the end of the round. At 9th level, the Ranger may fire two arrows every round, with the second attack coming at the end of the round.

GLAIN COMPANION

Scout (Thief Subclass)

Level	Exp. Points	Hit Dice
1	0	1d6
2	1,500	2d6
3	3,000	3d6
4	6,000	4d6
5	12,000	5d6
6	24,000	6d6
7	48,000	7d6
8	90,000	8d6
9	180,000	9d6
10	270,000	9d6+2
11	360,000	9d6+4
12	450,000	9d6+6
13	540,000	9d6+8
14	630,000	9d6+10
15	720,000	9d6+12
16	810,000	9d6+14
17	900,000	9d6+16
18	990,000	9d6+18
19	1,080,000	9d6+20
20	1,170,000	9d6+22

Scouts specialize in stealth operations in the wilderness. They are like Rangers in some ways, having similar functions and abilities.

Requirements: To become a Scout, a character must have a Strength score of 9 or higher, a Wisdom of 11 or higher, and a Dexterity of 11 or higher. They may not wear metal armor as it interferes with stealthy activities, nor may they use shields of any sort. Leather armor is permitted, however. They may only use small melee weapons, the shortbow, and the longbow. Humans, Elves, Halflings, Half-Elves and Half-Orcs may become Scouts.

Special Abilities: Scouts can **move silently**, **hide**, **listen**, **open locks**, **detect traps**, **climb walls** and **track** using the table below.

When tracking, the Scout must roll once per hour traveled or lose the trail.

Scouts can detect traps due to their cautious nature, but they do not have any special ability to remove them.

Scouts cannot pick pockets; stealing is neither their specialty nor purpose. They usually avoid doing anything to call attention to themselves, and sneaking up to someone and stealing from their person is just too risky.

Scouts are always expert bowmen. When using any regular bow (shortbow or longbow, but not crossbow), a Scout adds +2 to his or her Attack Bonus. At 5th level, a Scout may fire three arrows every two rounds (a 3/2 rate

Scout Abilities

Level	Open Locks	Detect Traps	Move Silently	Climb Walls	Hide	Listen	Tracking
1	10	10	25	50	10	30	40
2	15	15	30	52	15	34	44
3	20	20	35	54	20	38	48
4	25	25	40	56	25	42	52
5	30	30	45	58	30	46	56
6	35	35	50	60	35	50	60
7	40	40	55	62	40	54	64
8	45	45	60	64	45	58	68
9	50	50	65	66	50	62	72
10	53	53	68	68	53	65	75
11	56	56	71	70	56	68	78
12	59	59	74	72	59	71	81
13	62	62	77	74	62	74	84
14	65	65	80	76	65	77	87
15	68	68	83	78	68	80	90
16	69	69	85	79	69	83	91
17	70	70	87	80	70	86	92
18	71	71	89	81	71	89	93
19	72	72	91	82	72	92	94
20	73	73	93	83	73	95	95

of fire). This means one attack on every odd round, two on every even round, with the second attack coming at the end of the round. At 9th level, the Scout may fire two arrows every round, with the second attack coming at the end of the round.

Scouts prefer to stay out of direct combat, and therefore practice only with small weapons as they are lighter and easier to carry. They are particularly good at using two weapons in combat (as described on page 28). When fighting with two weapons, Scouts get an additional reduction to the normal attack penalties every odd level, as shown on the table below. (Deduct the Scout's Dexterity bonus from these penalties just as explained on page 28).

Level	Primary Hand	Off-hand
1	-2	-4
3	-2	-3
5	-1	-3
7	-1	-2
9	-0	-2
11	-0	-1
13	-0	-0

If a scout is operating alone or greater than 30' away from a party (or in a party composed entirely of scouts), he or she surprises foes on a 1-3 on 1d6.

Note: If the GM allows Thief characters to allocate their ability percentages, as given on page 153 of the Core Rules, then the Scout may also be allowed to do so. Scouts gain 30 points per level from 2nd to 9th levels, 20 points per level from 10th to 15th levels, and 10 points per level thereafter.

PLAYER CHARACTERS

Thief

The rules which follow detail various adjustments to Thief abilities. Regardless of these or any other adjustments, no Thief ability may be higher than 99%. These adjustments apply equally to Thief subclasses as well as to the Thief class itself.

Each Thief ability is governed by an ability score (as given on the table below). Add to each Thief ability the relevant ability score modifier times five (i.e. +1 gives +5%, +2 gives +10%, and so on).

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The dominant ability scores for Thief abilities are as follows:

Thief Abilities	Ability Score
Open Locks, Pick Pockets, Move Silently	Dexterity
Remove Traps, Hide	Intelligence
Listen	Wisdom
Climb	Strength

Racial Adjustments: Characters of differing races have differing degrees of proficiency performing the various Thief abilities. The Thief Abilities Racial Adjustments Table above details these adjustments.

Sneak Attack: Thieves of 9th and higher levels do triple damage on a successful Sneak Attack.

Thief Abilities Racial Adjustments Table

Race	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hide	Listen	Climb
Dwarf		+5	+5			+5	-10
Elf		-5	-5	+5	+5	+5	
Halfling	+5			+5	+5	+5	-15
Gnome	+5	+5			+5	+5	-5
Half-Elf				+5	+5	+5	
Half-Orc			+5			+5	+5
Half-Ogre	-5	-5	-5	-5	-5	+5	+15

SPELLS

This section lists the spells for the additional spell-casting subclasses provided in this book. It also adds a number of spells for ordinary Clerics and Magic-Users. With the exception of the 7th level spells listed below, no table is provided for randomly selecting these new spells; player characters wishing to learn them must find them in old books or convince (or pay) NPC wizards to teach them.

With respect to the new clerical spells, the GM might permit some Clerics to simply pray for them; or, the GM might decide that only certain deities will provide some of these spells. It is even possible that special prayers must be discovered in ancient religious texts in order to acquire certain spells.

Using Magic

Spellcasters must **memorize** spells in order to use them. This should not be confused with **preparing** a spell, as is done in the standard rules; in this system, a memorized spell is not lost when it is cast.

The number of spells the caster may use per day is used in this system as both the number of spells that can be memorized, and the number that can be cast. However, the two functions are separated.

An example is probably the easiest way to explain this system. Consider a second level magic-user with **sleep**, **charm person**, and **shield** in his or her spellbook. A second level magic-user can memorize two spells per day; let's say he or she chooses to memorize **sleep** and **shield**. The magic-user may then cast **sleep** twice, or **shield** twice, or each spell one time per day.

Memorized spells are retained from day to day automatically, with the power to cast them being restored in the usual way (after the spellcaster has slept at least the minimum required time). If the spellcaster is reduced to zero hit points but lives, the power to cast spells (sometimes called the "**available slots**") is lost for the day, but memorized spells remain memorized.

Changing memorized spells requires the use of the magic-user's spell book, or the cleric's holy symbol, as appropriate to the class. The character must also spend one turn per level of the spell to be changed to impress the knowledge into his or her mind, whether by study or by prayer.

Sometimes a spellcaster may not have a slot available of the correct level to cast a spell, but might have a higher-level slot still unused. In such a case, the spellcaster may **demote** the available higher-level slot to cast a lower-level spell. This grants no particular bonus; casting **magic missile** with a 3rd level slot, for instance, neither makes the spell more powerful nor gives the caster any "change" back.

Druid Spells

Below are listed spells available to the Druid subclass. Spells in **bold** are new, and are described below; other spells are found in the Core Rules.

First Level Druid Spells

1	Animal Friendship
2	Create Water
3	Cure Light Wounds*
4	Detect Magic
5	Detect Snares and Pits
6	Entangle
7	Faerie Fire
8	Pass Without Trace

Second Level Druid Spells

1	Charm Animal
2	Find Traps
3	Heat Metal
4	Obscuring Mists
5	Produce Flame/Cold
6	Slow Poison
7	Speak With Animals
8	Warp Wood

Third Level Druid Spells

1	Assume Animal Form
2	Call Lightning
3	Cure Disease
4	Hold Animal
5	Neutralize Poison
6	Plant Growth
7	Protection From Fire
8	Water Breathing

Fourth Level Druid Spells

1	Call Woodland Beings
2	Control Temperature, 10' Radius
3	Cure Serious Wounds*
4	Lower Water
5	Tree Sanctuary
6	Protection From Lightning
7	Speak With Plants
8	Summon Animals I

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Fifth Level Druid Spells

1	Commune With Nature
2	Control Winds
3	Dispel Evil
4	Flame Strike
5	Growth of Animal
6	Rock to Mud
7	Summon Animals II
8	Wall of Fire

Sixth Level Druid Spells

1	Animate Natural Objects
2	Part Water
3	Reincarnation
4	Pass Tree
5	Weather Summoning
6	Word of Recall

Illusionist Spells

Illusionists cast spells through the exercise of knowledge and will, exactly as normal Magic-Users. They prepare spells by study of their spellbooks; each Illusionist has his or her own spellbook, containing the magical formulae for each spell the Illusionist has learned, written in a magical script that can only be read by the Illusionist who wrote it, or through the use of a special first-level spell: read magic. All Illusionists begin play with read magic as their first spell, and it is so ingrained that a Illusionist can prepare it without a spellbook. Read magic has a range of "touch" and is permanent with respect to any given magical work (spellbook or scroll).

Illusionists may learn spells by being taught directly by another Illusionist, or by studying another Illusionist's spellbook. The Illusionist may also learn appropriate spells from standard Magic-Users, with the spell always being at the level as it appears on the Illusionist Spell List. Likewise, a Magic-User may learn spells shared by the classes from an Illusionist. If being taught, a spell can be learned in a single day; researching another caster's spellbook requires one day per spell level. Either way, the spell learned must be transcribed into the Illusionist's own spellbook, at a cost of 500 gp per spell level transcribed. A beginning Illusionist starts with a spellbook containing **read magic** and at least one other first-level spell, as determined by the Game Master, at no cost.

Below are listed spells available to the Illusionist subclass. Spells in **bold** are new, and are described below; other spells are found in the Core Rules.

First Level Illusionist Spells

1	Audible Glamer
2	Detect Invisibility
3	Change Self
4	Color Spray
5	Dancing Lights
6	Detect Illusion
7	Light*
8	Magic Mouth
9	Mirror Image
10	Ventriloquism

Second Level Illusionist Spells

1	Alter Self
2	Blur
3	Continual Light
4	Detect Magic
5	Dispel Illusion
6	Invisibility
7	Obscurement
8	Phantasmal Force
9	Read Languages
10	Rope Trick

Third Level Illusionist Spells

1	Illusionary Wall
2	Invisibility, 10' Radius
3	Phantom Messenger
4	Phantom Steed
5	Shadow Door
6	Spectral Force

Fourth Level Illusionist Spells

1	Advanced Illusion
2	Dispel Magic
3	Hold Person
4	Improved Invisibility
5	Silence, 15' Radius
6	Suggestion

Fifth Level Illusionist Spells

1	Confusion
2	Hallucinatory Terrain
3	Mislead
4	Programmed Illusion
5	Project Image
6	Wizard Eye

Sixth Level Illusionist Spells

1	Mass Invisibility
2	Permanent Illusion
3	Shadow Walk
4	True Seeing
5	Maze
6	Phase Door

Magic-User Spells (Additional)**Seventh Level Magic-User Spells**

1	Delayed Blast Fireball
2	Invisibility, Mass
3	Longevity
4	Phase Door
5	Power Word Stun
6	Sword
7	Teleport, Greater
8	Wychlamp Aura

Additional Spells, in Alphabetical Order

Advanced Illusion Range: 180 feet
 Illusionist 4 Duration: 1 minute / level

This spell functions like the spell, spectral force, except that the illusion follows a script determined by the caster. The illusion follows the script without requiring the caster to concentrate on it. The illusion can include intelligible speech if the caster wishes; however, such speech is likewise scripted, so the illusion will not respond if spoken to.

Alter Self Range: self
 Illusionist 2 Duration: 10 minutes / level

This spell allows the caster to assume the form of a creature of the same body type (i.e. humanoid). The new form must be within 50% of his normal size. The assumed form can't have more hit dice than the caster's level, nor more than 5 HD at most. The caster can change into a member of his own kind or even into himself.

The caster retains his or her own ability scores, class, level, hit points, attack bonus and saving throws. If the new form is capable of speech, he or she can communicate normally and cast spells. The caster acquires the physical qualities of the new form, including armor class, movement capabilities (such as climbing, swimming and flight, but not including magical movement abilities such as levitation), natural weapons (such as claws, bite, and so on), racial abilities, and any gross physical qualities (wings, additional extremities, etc).

Using alter self does not permit additional attacks, and the caster does not gain any special, supernatural or spell-like abilities of the new form.

Analyze Magic Range: 5'
 Magic-User 2 Duration: Special

This spell permits the caster to discover information about a magic item or a permanently enchanted area. For each turn spent studying the enchanted item or area, the caster may learn one feature of the enchantment. Features include spell effects, bonuses, and command words or activating conditions. The GM will choose the order in which the features are revealed, but command words or activating conditions should be last. *Note that the number of charges remaining for a charged item is not revealed by this spell.*

Each turn of study requires the caster to make a d20 roll, adding his or her Intelligence bonus and level. The total result must be 16 or higher to succeed; any failure ends the spell. A natural 1 is always a failure.

The item or area to be studied must be within 5' of the caster for the full duration of scrutiny, and he or she must maintain moderate concentration.

Even with the best rolls, the caster can only learn about one feature per level of ability. The caster does not initially know how many features an item has, but he or she knows when the last feature is discovered (if the caster makes it that far).

With respect to bonuses (for magic weapons, etc.) use the following table:

Description	Bonus				
	+1	+2	+3	+4	+5
Weak	1-18	1	1	--	
Moderate	19-20	2-19	2-7	1	
Strong	--	20	8-19	2-19	1-2
Very Strong	--	--	20	20	3-20

So, for a Sword +1, +3 vs. Dragons, if the caster makes his or her first roll (learning about the first feature, the base +1), the GM rolls 1d20 secretly. If the GM gets 1-18, he or

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she describes the basic enchantment as "weak;" if he gets 19 or 20, it's "moderate." If the second roll is made (for the +3 vs. Dragons), the GM rolls again, but this time the most likely result is "strong" (or more precisely, "strongly enchanted against Dragons"). The caster will know at this point (but not before) that there are no further features to discover.

Animal Friendship Range: 30 ft
Druid 1 Duration: permanent

Upon encountering a normal or giant-sized (but not magical) animal, the caster may begin casting this spell, which requires an hour to complete. During this period the animal will remain nearby, and will not attack the caster or his or her allies for the duration of the casting (so long as they do not attack or otherwise disturb it). At the end of the casting, if the animal rolls a successful save vs. Spells, the spell has failed. At this point the animal acts naturally, without bearing the caster any special ill-will.

If the animal fails its save, it becomes an *animal friend* and joins the caster for the rest of its natural life, assisting in any way it can. Both the caster and any other *animal friends* are treated as treasured partners. There is no arcane mental connection, nor any particular control, but rather a strong fraternal bond which should go both ways. If the animal is treated poorly, or it's love not returned over a period of time, it can attempt another save vs. Spells at the GM's discretion.

A caster may only have, at most, twice his or her level in hit dice of *animal friends*. If this spell is cast on an animal that would put the total above that number, it has no effect.

Animate Natural Objects
Druid 6 Range: 100'+10'/level
 Duration: 1 round/level

This spell functions identically to the cleric spell *animate objects*, but it may only be cast on living trees, plants, or fungi, wooden objects, unworked stone or earth, or naturally-occurring bodies of water or ice. At the GM's option other natural phenomena such as nonmagical fires or weather effects might also be subject to this spell.

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Assume Animal Form
Druid 3 Range: Self
 Duration: 1 hour/level

This spell allows the caster to change into the form of any natural animal. The assumed animal form cannot have more hit dice than the caster's level. If slain, the caster reverts back to his or her original form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. The caster may remain transformed up to one hour per level, or end the spell earlier if he or she so desires.

Audible Glamer Range: 60 feet +10'/level
Illusionist 1 Duration: 2 rounds / level

Audible glamer allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The caster chooses what type of sound he or she creates when casting the spell, and cannot thereafter change the sound's basic character.

The volume of sound created is equivalent to the noise of two normal humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise an audible glamer spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as six humans running and shouting. A roaring lion is equal to the noise from twelve humans, while a roaring dragon is equal to the noise from twenty humans.

Note that this spell is particularly effective when cast in conjunction with phantasmal force.

If a character states that he or she does not believe the sound, a save vs. Spells is made; if the save succeeds, the character hears the sound as distant and obviously fake.

Blur Range: touch
Illusionist 2 Duration: 1 minute / level

When a blur spell is cast, the caster causes the outline of the creature touched to appear blurred, shifting and wavering. This distortion causes all missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks. It also grants a +1 on the saving throw die roll against any direct magical attack.

A detect invisible spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Censure

Cleric 1

Range: 30'

Duration: Instantaneous

The cleric casting this spell utters a condemnation of the target's behavior or conduct; the spell then creates a point of divine energy, which the cleric directs at the target. The cleric must roll to hit, and if he or she misses then the spell has no effect. If the target is hit, then roll on the following table to determine the spell's effect on the target:

1d6	Outcome
1	Stunned for 1d4+1 rounds
2-3	Paralyzed for 1d4+1 rounds
4-5	Move slowed by half for 1d4+1 rounds
6	Number of attacks reduced by half for 1d4+1 rounds

This spell affects only living creatures, and is ineffective against opponents having 7 or more hit dice or levels.

Call Lightning

Druid 3

Range: 100 ft + 10'/level

Duration: 1 round/level

Immediately upon completion of the spell, and at most once per round thereafter, the caster may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point the caster chooses within the spell's range (measured from the caster's position at the time of casting). Any creature in the target area or in the path of the bolt is affected. A successful save vs. Spells reduces damage taken by half.

The caster needs not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first the caster may choose to call a bolt instead of taking some other normal action. The caster may call a total number of bolts equal to one-third of his or her caster level, rounded down.

If the caster is outdoors and in a stormy area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental) — each bolt deals 3d8 points of damage instead of 3d6.

This spell functions only where the open sky is accessible, generally meaning outdoors; bolts may be summoned through windows or skylights at the GM's discretion.

Call Woodland Beings

Druid 4

Range: 120 ft

Duration: 1 round/level

This spell summons woodland creatures. They appear where the caster designates and act immediately, on his or her turn (they cannot be summoned into an environment that cannot support them). They attack the caster opponents to the best of their ability. If the caster can communicate with the creatures, he or she can direct them not to attack, to attack particular enemies or to perform other actions.

The spell conjures one type of creatures of the caster's choice from this list:

4 Centaurs,
16 Pixies,
2 Treants, or
4 Unicorns

This spell only works outdoors in a natural location (not in town or any structure).

Change Self

Illusionist 1

Range: self

Duration: 1 turn / level

This spell allows the caster to alter his or her appearance. This includes not only body shape and facial features, but also clothing, armor, weapons, and equipment. The caster can seem up to one foot shorter or taller, and may appear thin, fat, or any size in between. This spell cannot change the overall body shape of the caster (to look like a dog, for example). Otherwise, the extent of the apparent change is up to the caster.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster or his equipment.

A creature that interacts with the caster may, at the discretion of the GM, be allowed a save vs. Spells to recognize the illusion.

Clairaudience

Magic-User 3

Range: 60'

Duration: 12 turns

This spell enables the caster to hear sounds in another area through the eyes of a living creature in that area. The caster must specify the direction and approximate distance, up to a maximum of 60' away. If there is no appropriate creature in that area, the spell fails. No saving throw is allowed, and the target creature is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple

locations to be viewed. If the subject creature moves out of range, contact is lost, though the caster may be able to choose another target in this case.

Color Spray Range: 20 feet (see text)
Illusionist 1 Duration: instantaneous

This spell causes vivid cone of clashing colors to be projected from the caster hands, causing living creatures in the area of effect to become blinded or possibly unconscious. The cone has a 5' diameter at the base, 20' diameter at the end, and is 20' long. Each creature within the cone is affected according to its Hit Dice:

- 2 HD or less: The creature is unconscious for 2d4 rounds, then blinded for 1d4 rounds.
- 3 or 4 HD: The creature is blinded for 1d4 rounds.
- 5 or more HD: The creature is blinded for 1 round.

All creatures having more levels or hit dice than the spell caster, or having 6 or more levels or hit dice in any case, are entitled to a save vs. Spells to negate the effect. Sightless creatures are not affected by color spray.

Command Range: 10'
Cleric 1 Duration: 1 round

The caster speaks a single-word command which will be obeyed by a single creature within the given range. The command must be given in a language the recipient understands. The recipient will do its best to obey, as long as the command is a clear, imperative verb. "Suicide" isn't a verb. "Die" would cause the recipient to fake death for the duration of the spell (believing it was dead). Typical commands are back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, etc.

Undead are not affected. Creatures with Intelligence of 13 or more and creatures with 6 or more hit dice may save vs. Spells to resist.

Commune With Nature Range : see text
Druid 5 Duration : instantaneous

The caster becomes one with nature, attaining knowledge of the surrounding territory. After 10 minutes of concentration, the caster instantly gains knowledge of one fact per caster level among the following subjects : the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, presence of settlement or structure or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings – caves, caverns, and the like – the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Control Temperature, 10' Radius Range : 0
Druid 4 Duration : 1 hour/level

The caster can change automatically the surrounding temperature (10' radius sphere) by up to 10 degrees Fahrenheit per caster level. The change can be upward or downward (caster's choice).

Control Winds Range: 0 (see text)
Druid 5 Duration: 10 minutes/level

The caster alters wind force around him or her (40' per caster level radius cylinder 40' high). The caster can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until the caster chooses to alter it, which requires concentration. The caster may create an "eye" of calm air up to 40' radius around him or her and may choose to limit the area of effect to any cylindrical area less than his or her full limit.

The caster may choose wind patterns over the spell's area. He or she can choose a downdraft blows from the center outward, an updraft blows from the outer edges in toward the center, a rotation that causes the winds to circle the center or a blast that simply causes the winds to blow in one direction across the entire area from one side to the other.

For every three caster levels, the caster can increase or decrease wind condition by one level (as described in the Waterborne Adventures section of the Basic Fantasy RPG Core Rules).

Dancing Lights Range: 40 feet +10'/level
Illusionist 1 Duration: 2 rounds / level

Depending on the version of the spell selected, the caster creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.

The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as the caster desires, up to 100 feet per round. Note that concentration is not required; if ignored, the lights

continue to move as they were moving when the caster last directed them. If the lights pass beyond the maximum range, the spell ends immediately.

Delayed Blast Fireball

Magic-User 7 Range: 100'+10'/level
Duration: special

This spell creates a small glowing bead at any location chosen by the caster, up to the listed range. This bead will explode in an improved form of **fireball** at a time chosen by the caster; when it explodes, it will do 1d6+1 points of damage per caster level to all within a spherical volume with a 20' radius, just as with the standard fireball spell. The bead may explode immediately if the caster so desires, or may be delayed up to 10 rounds; the caster chooses the time when the spell is cast, and cannot subsequently be changed.

If a delay is chosen, the glowing bead lies at its destination until it detonates. A creature can pick up and hurl the bead (with the same range as a dagger); if the bead is handled within 1 round of its scheduled detonation, there is a 25% chance that the bead detonates instantly, i.e. before it can be thrown.

Detect Illusion Range: 60 feet
Illusionist 2 Duration: 2 turns

This spell allows the caster to recognize illusions by sight. To the caster, all illusions within the given range appear slightly translucent and obviously fake. Detect illusion allows detection of visual illusions only; it does not detect auditory illusions such as audible glamers.

Detect Snares and Pits

Druid 1 Range: 60 ft
Duration: 10 turns

By means of this spell, the caster can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

This spell does detect certain natural hazards, for instance quicksand (detected as a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long the druid studies a particular area.

- 1st Round: Presence or absence of hazards.

- 2nd Round: Number of hazards and the location of each. If a hazard is outside the druid's line of sight, then the caster discern its direction but not its exact location.
- Each Additional Round: The general type and trigger for one particular hazard closely examined by the caster.

Each round, the druid can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dispel Illusion Range: 120 feet
Illusionist 2 Duration: instantaneous

The caster can use this spell to end all ongoing "illusion spells" within a cubic area 20' on a side. Dispel illusion affects spells such as audible glamers, phantasmal force, spectral force, advanced illusion, etc. The GM has the responsibility to identify which spells are illusions.

Any illusion spell cast by a character of a level equal to or less than the dispel illusion caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance of failure for each level the illusion's caster level exceeds the dispel illusion caster level. For example, a 10th level caster dispelling an illusion created by a 14th level caster has a 20% chance of failure.

When an Illusionist attempts to dispel an illusion cast by a non-Illusionist, the Illusionist is treated as if he or she were two levels higher; if it is not obvious whether the illusion was created by an Illusionist or not, the GM should assume it was.

Non-illusion spells cannot be ended by this spell.

Entangle Range: 200 ft
Druid 1 Duration: 3 rounds per level

This spell causes grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 10'x10' area. Most creatures within the area move at ¼ normal speed; very large and/or very strong creatures (at least as big or strong as a giant or dragon) move at ½ normal speed. Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants.

Faerie Fire Range: 200 feet. +10'/level
Druid 1 Duration: 1 minute / level

A pale glow surrounds and outlines all objects including individuals within a 20 foot radius from a point chosen by the caster. Outlined subjects shed light as candles.

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Outlined creatures do not benefit from the concealment normally provided by darkness, and the spell effectively negates the effects of blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Familiar Range: Touch
Magic-User 2 Duration: Special

With this spell, the caster binds a single animal into his service as a familiar. The creature must be present, and the caster must touch it to cast the spell. Only normal (non-magical) creatures of 1-1 hit die or lower and having animal intelligence may be made into familiars. Further, each spellcaster may have only one familiar at a time. If a familiar dies, the caster will not be able to successfully cast this spell again for 2d6 months (the period to be rolled by the GM and not revealed to the player). A saving throw vs. Spells is allowed to resist, and if this roll succeeds, the animal chosen is not compatible with the caster and cannot become his or her familiar.

The familiar will behave as if permanently charmed by its master, and will perform any task assigned to it to the best of its ability. The creature's morale is increased by 2 points (to a maximum of 11), and it receives improved intelligence equal to 3+1d4 points. Familiars normally capable of speech (such as parrots) or sign language (such as monkeys) can even carry on conversations. Familiars also age at half the normal rate for their kind, so a cat familiar (for instance) might easily live forty years.

The familiar and its master are linked telepathically, allowing normal communication in both directions. The caster can see through the eyes of the familiar with moderate concentration. He or she can also sense the direction and approximate distance to the familiar (in general terms, such as "northeast more than a mile away" or "south more than a hundred miles and underground") by concentrating fully upon it for 1d6 rounds.

The connection between the master and familiar will extend any distance on the same plane, but if they are on different planes, the familiar saves vs. Spells once per week with success meaning it has been freed from the master. The freed familiar loses all benefits gained from this spell and becomes a normal animal. The master is affected as if his familiar has died. If the familiar was well treated by its former master it will be friendly toward him or her should they meet again, and the master may cast this spell (even if the normal time limit has not expired) to re-bind the animal as his or her familiar again.

GLAIN COMPANION

Flame Strike Range: 60 ft
Druid 5 Duration: instantaneous

A Flame strike produces a vertical column of divine fire roaring downward (cylinder of 10' radius, 30' high). The spell deals 6d8 points of damage to any creatures within the area of effect. A save vs. Spells for half damage is allowed.

Heat Metal Range: 25 ft
Druid 2 Duration: 7 rounds

This spell causes a single item made of ferrous (iron-based) metal to become hot for a brief period of time. The affected item is warm to the touch immediately, and then becomes progressively hotter each round as indicated on the table below. The damage roll indicated is applied to any creature holding or wearing the affected item; a brief touch does no damage.

Round	Temperature	Damage
1st	Warm	None
2nd-3rd	Hot	1d4 points
4th-5th	Searing	2d4 points
6th	Hot	1d4 points
7th	Warm	None

Hold Animal Range: 180 ft
Druid 3 Duration: 2d8 turns

This spell functions like **hold person**, except that it affects only animals. Specifically, this means non-magical living creatures of animal intelligence, including giant sized animals. A save vs. Spells is allowed to resist this spell.

Holy Word Range: 30' radius
Cleric 7 Duration: instantaneous

This spell represents the single most powerful word of any cleric's purest faith. When uttered, the cleric pulses with a blinding radiance and all enemies of the cleric within a 30' radius that can hear him suffer 1d6 points of damage per level of the cleric. Because of the searing light emanating from him, each enemy within range that can see the cleric must make a save vs. Spells or be blinded. Creatures struck dead by this spell burst into fierce flames and burn down to a fine ash within a single round.

Illusionary Wall Range: 60 feet
Illusionist 3 Duration: permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface, covering up to a 10' square area, up to 1' thick. The section of wall created appears absolutely real when viewed, but physical objects can pass

through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search may reveal the true nature of the surface; the GM may either allow a save vs. Spells to detect the illusion, or if the probing attempt is well devised the GM may allow it to automatically succeed. In either case, such measures do not cause the illusion to disappear.

Immunity to Normal Weapons

Magic-User 3 Range: Touch
Duration: 5 rounds + 1/level

This spell temporarily makes the target immune to non-magical weapons. Anyone affected by this spell is treated as an enchanted creature for the purpose of magic which specifically affects them (for instance, a **sword +1, +3 vs. enchanted creatures** applies its special bonus to a creature protected by this magic).

Improved Invisibility Range: touch
Illusionist 4 Duration: 1 round / level

This spell works exactly like invisibility, except that it does not end if the subject attacks or casts a spell.

Invisibility, Mass Range: 240'
Illusionist 6 Duration: Special
Magic-User 7

This spell bestows the effect of an **invisibility** spell on all creatures within a 30' by 30' area, exactly as if each such creature had received its own spell; thus, each subject will remain invisible until he or she attacks or casts a spell, and will remain invisible after leaving the area of effect. As with the normal invisibility spell, this spell lasts at most 24 hours.

Longevity Range: Self
Magic-user 7 Duration: Permanent

This spell will halt the aging process in the caster for 1d4+1 years. During this period, the caster's physical appearance and general health remain as they were at the time of the casting, as if he or she has not aged a day. Aging attacks, such as those from a ghost, subtract from the Longevity years first before actually aging the victim. Because of the tremendous magical strain of this spell on the body and soul, a caster can only benefit from it once every 5 years. Casting this spell requires a bloodstone gem of at least 2,000 gp in value, which is consumed in the casting.

Maze Range: 60 feet
Illusionist 6 Duration: 1 turn (see text)

By means of this spell, the caster banishes the target creature into an extradimensional labyrinth. Once per round, the victim of this spell may attempt a save vs. spells to escape the labyrinth. If the victim does not escape, the maze disappears after 10 minutes, freeing the victim at that time.

On escaping or leaving the maze, the target creature reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as teleport or dimension door, do not help a creature escape a maze spell.

Minotaurs are not affected by this spell.

Mislead Range: 10 feet
Illusionist 5 Duration: special

The caster becomes invisible (as if by means of improved invisibility) and at the same time an illusory double of him or her appears (as if by means of spectral force). The caster is then free to go elsewhere while his or her double moves away. The double appears within the given range, but thereafter moves as the caster directs it (which requires concentration). The double may be controlled at any distance from the caster, so long as the caster remains able to see it.

The caster can make the double appear superimposed perfectly over his or her body so that observers don't notice an image appearing when the caster turns invisible. The caster and the double can then move in different directions. The double moves at the caster's speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as the caster concentrates upon it, plus 3 additional rounds. After the caster ceases concentration, the illusory double continues to carry out the same activity until the duration expires. The improved invisibility lasts for 1 round per caster level, regardless of concentration.

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Obscurement Range: 100' +10'/level
Illusionist 2 Duration: 1 turn/level

A bank of fog, up to a 20' cube in volume, billows out from the point the caster designates. The cloud moves at a rate of 10' per round under the control of the caster (so long as he or she concentrates on it). The fog obscures all sight, including darkvision, beyond 5'. Thus, beyond 5', all creatures will be effectively blind.

The cloud persists for the entire duration even if the caster ceases to concentrate upon it, but a moderate wind (11+ mph) disperses the fog in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. This spell does not function underwater.

Obscuring Mist Range: 20' radius
Druid 2 Duration: 1 turn/level

This spell causes a bank of misty vapor to arise around the caster, which remains stationary once created. The vapor obscures all sight, including darkvision. The fog obscures all sight, including darkvision, beyond 5'. Thus, beyond 5', all creatures will be effectively blind. A strong wind will reduce the remaining duration of this spell to just one-quarter.

Part Water Range: 60'
Druid 6 Duration: 1 turn/level

This spell, when cast on a body of water, causes it to part. This exposes a path that can be traversed as if it were dry land. Note that this spell does not change the topography of the bottom of the body of water, so the terrain may still be difficult to cross. The caster is able to affect a body of water up to 5 feet/caster level. The caster may dismiss this spell at any time.

Pass Tree Range: Touch
Druid 6 Duration: Instantaneous

This spell allows the caster and up to two others to teleport between any two living trees on the same plane. The caster chooses a general location or a specific tree. The caster must have personal knowledge of the specific tree or general area that is the target destination.

Pass Without Trace Range: Touch
Druid 1 Duration: 1 hour/level

This spell permits up to one creature per caster level to move through any type of terrain, leaving neither footprints nor scent. Tracking the subjects by nonmagical means is thus rendered impossible.

GLAIN COMPANION

Permanent Illusion Range: 180 feet
Illusionist 6 Duration: permanent

This spell functions much like advanced illusion, except that the spell is permanent. The "script" for this spell simply repeats endlessly.

Phantom Messenger Range: special
Illusionist 3 Duration: special

When this spell is cast, it creates a quasi-real, birdlike creature. It may appear as a small hawk/falcon or as a large dove, and may be any shade of grey from nearly white to nearly black. It does not fight, but all normal animals shun it and only monstrous ones will attack. The messenger has an Armor Class of 18 and 2 hit points, plus 1 per level of the caster. If it loses all of its hit points, the Messenger disappears.

The Messenger flies at a movement rate of 120 feet per round. It can bear up to one ounce per five full levels of the caster (one ounce up to level 9, two ounces up to level 14, three ounces from levels 15 through 19, four ounces at level 20).

When created, the Messenger must be given a specific destination, which can be any location on the same plane of existence to which the caster has been at least once (even if he or she was lost at the time). After the caster attaches any message or small item(s) to the legs of the bird, he or she releases it, and it flies without error to the specified location.

The caster may additionally visualize a specific person, whom the Messenger will seek out near the target location. Note that this does not allow location of a person; the Messenger will fly around the target area looking for the target creature.

The Messenger will travel at its maximum movement from the caster to the target location. Distance is no object; the Messenger will continue indefinitely until the target area is reached. If a target creature was specified, the Messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the Messenger will immediately land in the target area. After it lands the Messenger will wait patiently for the message or item(s) to be removed, and then disappear in a faint puff of smoke. If the item(s) or message are not removed immediately the Messenger will disappear anyway after waiting one round per level of the caster, dropping the items on the spot; this will also happen if a target creature is specified and cannot be found (the Messenger will land first before this happens so as not to drop any carried objects a great distance).

Phantom Steed

Illusionist 3

Range: touch

Duration: 1 hour / level

The caster conjures a quasi-real horselike creature. The steed can be ridden only by the caster or by the one person for whom he specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 and 12 hit points. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 40 feet per caster level. It can bear its rider's weight and what he or she carries (the steed cannot carry saddlebags or the like).

These mounts gain additional powers according to the caster's level:

8th level: Ability to ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to fly as if it were a pegasus.

A mount's abilities include those of mounts of lower caster levels; for example, a phantom steed created by a 13th level caster can pass over water, sand, or mud as well as cross chasms.

Phase Door

Illusionist 6

Magic-User 7

Range: touch

Duration: 1 usage / 2 levels

This spell creates a magical passage through a wall, the floor, the ceiling or even through a section of ground. The phase door is invisible and inaccessible to all creatures except the caster, who is the only one who can use the passage. The passage is 10' deep plus another 5' for every three caster levels. The caster disappears when entering the phase door and appears when he or she exits. If desired, the caster can take one other creature through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor it is possible to see through it.

A phase door is subject to **dispel magic**, but only from someone who is of higher level than the caster. If anyone

is within the passage when it is dispelled, he or she is harmlessly ejected in a randomly-determined direction.

It is possible to allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as desired. They can be based on a creature's identity if the caster knows the creature personally; otherwise, this condition must be based on observable actions or qualities. Intangibles such as level, class, hit dice, and hit points are not observable and thus cannot be used.

Plant Growth

Druid 3

Range: special

Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400 feet + 40 feet per caster level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. An area up to 100' radius may be thus altered. Also, the caster may specify an area (a path, a clearing, etc.) within the given area of effect which is not so affected.

This spell has no effect on plant creatures, that is, any self-willed and/or animated plant.

Power Word Stun

Magic-User 7

Range: 120'

Duration: Variable

The caster utters a single word of power that instantly causes one creature of his or her choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 71 or more hit points is unaffected by power word stun. If the target has between 36 and 70 hit points the duration is 1d6 rounds. If the target has 35 hit points or less the duration is 2d6 turns.

Produce Flame/Cold

Druid 2

Range: 0 ft

Duration: 1 min./level

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. Alternatively, a bluish, cold aura may be produced (also produces light bright as torch-light).

In addition to providing illumination, the flames or cold aura can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire or cold damage respectively equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames or cold aura up to 120 feet as a thrown weapon. When doing so, you attack with a ranged

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touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames or cold aura than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

Neither variation of the spell functions underwater.

Programmed Illusion Range: 180 feet
Illusionist 5 Duration: special

This spell functions like advanced illusion, except that this spell activates when a specific condition occurs. The caster sets the triggering condition when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as religious belief or magical ability. For example, the spell could be set to trigger when a character wearing robes and a pointed hat enters an area, but not when a Magic-User enters the area.

The spell remains ready indefinitely. When triggered, the spell will last at most 1 round per caster level.

Protection From Fire Range: Touch
Druid 3 Duration: special

If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level.

If the spell is cast upon another creature than the caster, *protection from fire* grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25% if the save fails). This version of the spell lasts for 10 minutes per caster level.

Protection From Lightning
Druid 4 Range : Touch
Duration: special

This spell functions exactly like *protection from fire*, except that it protects against any sort of electrical or lightning damage.

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Remove Paralysis Range: touch
Cleric 2 Duration: instantaneous

This spell permits the caster to free the creature touched from paralysis induced either by magical means or by monster attack (i.e. venom).

Ring of Greater Healing*
Cleric 7 Range: 15 ft. radius
Duration: Instantaneous

This spell allows the caster to create an effect equivalent to the spell **cure serious wounds** affecting multiple creatures within a 15' radius. This spell thus cures 3d6+3 points of damage for the caster plus one living creature per 3 caster levels. If more creatures are within the area of effect than the caster may heal, then the caster must choose which creatures receive the healing. Undead affected by this spell suffer damage rather than receiving healing; such a monster is allowed a saving throw vs. Spells to resist this damage fully.

The reverse of this spell, Ring of Greater Infliction, allows the caster to cast **cause serious wounds** on multiple creatures within a 15' radius. This form of the spell causes 3d6+3 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster must choose which creatures are affected. Those targeted are allowed a saving throw vs. Spells to resist this damage fully. Undead creatures affected by this spell receive healing rather than suffering damage.

Ring of Lesser Healing*
Cleric 5 Range: 15 ft. radius
Duration: instantaneous

This spell allows the caster to create an effect equivalent to the spell **cure light wounds** affecting multiple creatures within a 15' radius. This spell thus cures 1d6+1 points of damage for the caster plus one living creature per 3 caster levels. If more creatures are within the area of effect than the caster may heal, then the caster must choose which creatures receive the healing. Undead affected by this spell suffer damage rather than receiving healing; such a monster is allowed a saving throw vs. Spells to resist this damage fully.

The reverse of this spell, Ring of Greater Infliction, allows the caster to cast **cause light wounds** on multiple creatures within a 15' radius. This form of the spell causes 1d6+1 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster must choose which creatures are affected. Those targeted are allowed a saving throw vs. Spells to resist this damage fully. Undead creatures affected by this spell receive healing rather than suffering damage.

Rock to Mud

Druid 5

Range: 150 ft

Duration: permanent

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud; up to two 10 foot cubes per caster level may be so transformed. Magical stone is not affected by this spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing it to suffer a -2 penalty to attack rolls, saving throws, and AC. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet, suffering none of the other penalties given.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool to a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at a save vs. Death Ray.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud cannot affect worked stone and doesn't reach deep enough to undermine such a buildings' foundation. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance (though not necessarily its form). Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Rope Trick

Illusionist 2

Range: touch

Duration: 1 hour / level

When this spell is cast upon a piece of normal, non-magical rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space, similar to a bag of holding. Creatures in the space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes.

The space holds as many as eight creatures of man-size or smaller (larger creatures cannot fit through the invisible opening at the top of the rope). Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope simply hangs in air.

Spells cannot be cast through the extradimensional opening, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3' square window were centered on the rope. The window is present on the Material Plane, but is invisible, and even creatures that can see the window can't see through it.

The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

When the spell ends, creatures or objects within the extradimensional space are ejected through the window. The rope, if still attached, drops free at the same moment.

Sanctuary

Cleric 1

Range: Self

Duration: 2 rounds + 1/level

This spell causes opponents to ignore the caster. Any opponent who might otherwise wish to attack or harm the caster must make a successful saving throw vs. Spells in order to do so; if this save fails, that opponent will behave as if the caster is not important and move on to whatever activity it would normally do if he or she were not present. This spell does not prevent area effect attacks (fireball, ice storm, etc.) from harming the caster. While under protection from the spell, the caster is unable to perform any offensive acts, but may take any other action desired.

Shadow Door

Illusionist 3

Range: 10 feet

Duration: 1 round / level

With this spell, the caster creates the illusion of a door, which he or she will appear to pass through and close. In reality, the caster becomes invisible (as the spell) when the spell is cast. Any creatures opening the "door" will see an empty 10 foot square room of similar style to the surrounding area. The caster remains invisible for the duration of the spell, unless, as with an invisibility spell, he or she attacks any creature or casts a spell.

Shadow Walk

Illusionist 6

Range: touch (see text)

Duration: 1 hour / level

Shadow walk can only be cast in an area of heavy shadows. The caster and up to one willing creature per level are transported to the edge of the Material Plane where it borders the Plane of Shadow. In the region of shadow, the caster (and all the creatures that accompany him or her) moves at an effective rate of 50 miles per hour.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, the caster can't make out details of the terrain or areas he or she passes over during transit, nor can he or she predict perfectly where the travel will end. When the spell effect ends, the caster and any creatures accompanying him or her arrives 1d10 times 100 feet in a random horizontal direction from the desired endpoint, as nearly as possible. The caster and his or her companions always arrive at ground level, except if the landing area is in a body of water (in which case they arrive at the water

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level) or underground. If arriving underground, the altitude of arrival should be as close as possible to the same altitude as the intended endpoint location.

Slow Poison Range : Touch
Druid 2 Duration : 1 hour/level

The creature touched by the caster becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Slow poison does not cure any damage that poison may have already done, with exception of the following circumstances.

If cast on a character who received lethal damage from poison the previous round, the spell will remove that round's poison damage only, and delay it for the duration of the spell. Prior poison damage will remain unaffected, but, as noted above, no further damage is accrued until the spell lapses, and will never accrue if the poison is neutralized while this spell is in effect. This will give the poisoned victim an opportunity to seek a cure to neutralize the poison before it is fatal.

Spectral Force Range: 180 feet
Illusionist 3 Duration: special

This spell functions like phantasmal force, except for the following: Sound, smell, and thermal effects are included, creatures created do not necessarily disappear when touched, assuming the caster causes the illusion to react appropriately. For instance the caster displays illusory wounds when the image is attacked. The spell will last for 3 rounds after concentration ceases.

Stoneskin Range: Self
Magic-User 1 Duration: 1 turn

Protects the caster. The caster's skin becomes hard and stone-like, giving the caster a +2 bonus to armor class vs. melee attacks and hand-thrown missiles such as daggers or spears, and a +4 bonus to armor class vs. normal sized projectiles such as arrows, bolts, sling stones, and sling bullets.

Suggestion Range: 30 feet
Illusionist 4 Duration: special

By means of this spell, the caster influences a target creature by suggesting a course of activity limited to a sentence or two. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

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The suggested course of activity can continue for up to 1 hour per caster level. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes the activity. The caster can specify conditions that will trigger an activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

If the recipient creature makes its saving throw, the spell has no effect. A very reasonable suggestion causes the save to be made with a penalty (-1 or -2 is recommended).

The creature to be influenced must, of course, be able to understand the suggestion, i.e., it must be spoken in a language which the spell recipient understands. Undead are not subject to suggestion.

Summon Animals I Range: 40'/level
Druid 4 Duration: One hour

This spell summons 1d8 ordinary animals (including giant ones) of no more than 4 HD each if they are within range. The druid must name the type of animal summoned, and can have up to three choices. If none of the three species are found within range, the spell fails. The animals will be friendly when summoned and aid the druid's current task, including combat, in whatever way they can (to the best of their understanding). The druid may dismiss any animals called by this spell at any time.

Summon Animals II Range: 60'/level
Druid 5 Duration: One day

This spell is a more powerful version of **summon animals i**. Up to 3d4 animals of 4HD or less can be summoned, or 1d6 animals of 8 HD or less.

Sword Range: 30'
Magic-User 7 Duration: 1 round/level

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as the caster desires, beginning in the round that the spell is cast. The sword attacks its designated target once each round on the caster's normal initiative turn. The sword attacks as a fighter of the same level as the caster, and the attack roll is modified by the caster's Intelligence bonus. The sword inflicts 3d4 points of damage on a successful hit, and can hit even creatures immune to non-magical weapons. On a natural roll of 19 or 20, it will automatically hit its target, no matter its armor class. The sword can only be destroyed by a successful application of **dispel magic**.

Teleport, Greater Range: Self
 Magic-User 7 Duration: Instantaneous

This spell functions in a similar fashion to the normal **teleport** spell, except that there is no limit to the range that can be spanned, nor is there any chance of arriving off target. In addition, the caster need not have seen the destination, if he or she has at least a reliable description of it. If the caster attempts to teleport with insufficient information (or with misleading information), he or she disappears and then reappears in the original location. This spell cannot transport the caster to another plane of existence.

Tree Sanctuary Range: Touch
 Druid 4 Duration: 1 turn/level

This spell enables a druid to create an invisible door in the trunk of a tree that is visible only to dryads and other druids. The tree must be at least 10' tall, planted into the earth for this spell to work. Once the spell is complete, the druid may enter the tree, effectively disappearing from sight. Only one tree may be effected by Tree Door at a time. Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows it.

The druid is completely aware of his surroundings while in the tree, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the tree. The druid may meditate to memorize spells in the tree. Another benefit of this spell is that each turn the druid sleeps inside the tree counts as a full hour of sleep. Also, if the tree is an oak, the druid heals 1d4 hp per turn spent inside the tree.

The druid however loses the senses of taste, smell, and touch and may not speak or cast spells while inside the tree. The druid takes 1/2 of any damage the tree suffers, and if the tree is destroyed or cut down, the druid is cast out into the nearest available space.

Warp Wood Range : 50 ft
 Druid 2 Duration : instantaneous

The caster causes non-magic wood in a 20' radius to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open or becomes stuck. A boat or ship springs a leak. Warped weapons (like

bows and arrows) are useless. The caster may warp wood object(s) up to 1' in all side or its equivalent per caster level.

Alternatively, the caster can "un-warp" non-magic wood (effectively warping it back to normal), straightening wood that has been warped by this spell or by other means. The caster can combine multiple consecutive warp wood spells to warp (or unwarped) an object that is too large to warp with a single spell.

Weather Summoning
 Druid 6 Range: 10 miles
 turns/level Duration: 5

The caster is able to summon nearby weather conditions. The caster must be aware of the weather condition to summon it. This spell does not grant control of the weather to the caster.

Wychlamp Aura Range: Self
 Magic-User 7 Duration: 1 turn/level

The caster of this spell will be sheathed in a pale, glowing aura which confers the effect of an **anti-magic shell** (as the spell). In addition, any magic cast upon or including the caster in its area of effect is affected as follows:

Spells directly targeting the caster (like **magic missile**) will be deflected. Roll 1d6; on 1-2, the magic is reflected back at the offending caster. Otherwise, it is deflected at a random target.

Area effect magic is altered as follows (roll 1d10):

1-2	Area of effect is doubled and damage is halved (if applicable).
3-4	Target point of the spell may be redetermined by the protected magic-user.
5	Complete nullification of the incoming spell.
6	The incoming spell is unaffected.
7-8	Spell is randomly targeted as a grenade-like missile using the target point as the center.
9-10	Area of effect is halved and damage is doubled (if applicable).

Magical attacks delivered by touch are always reflected back on the attacker.

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Two Weapon Combat

This rule allows a character to use a weapon in each hand. The weapon in the primary hand suffers a penalty of -2 to hit, while the weapon in the off-hand is used at a -5 penalty normally. Subtract from this penalty the character's Dexterity bonus, with a minimum penalty of +0 (so a character with 18 Dexterity does not get a +1 bonus to hit this way). The primary weapon must, obviously, be one-handed, and the secondary must be a dagger, handaxe, or similar very small weapon.

The off-handed weapon normally does not get multiple attacks, even if allowed by specialization. Like a monster using an attack routine (claw-claw-bite) the off-handed weapon attacks at the same time as the primary weapon.

Note: Off-handed weapon attacks (with no primary hand attack) are at -3 penalty, with the Dexterity bonus subtracted as above.

As an option, a character using two-weapon combat may choose to use the off-handed weapon as a defensive item similar to a shield. This must be declared at the start of the round.

In this case, no special penalty is applied to the primary weapon, and the off-handed weapon adds +1 to the wielder's AC value against a single melee attacker per round.

If the weapon has a magic weapon bonus, it may be applied, but only the base bonus for those weapons with multiple values.

If the character using two weapons at once has a specialization bonus with the off-hand weapon he is using to defend, add the specialization AB modifier as well to the character's AC.

Defending

The application of Armor Class assumes that the character tries to avoid each incoming attack, while still making attacks himself. However, there will be occasions when the character just wants to avoid being hit. The player must declare that the character is defending. This can be done regardless of Initiative, and is therefore a good choice when fighting unarmored and the Initiative is lost.

The defending character applies a bonus of +4 to AC. If the character is holding/using a specialized weapon, he or she may add the specialization "to hit" bonus to AC to reflect the additional parrying skill. Also, magic weapons usually confer the bonus to the AC of the defending character (as described under Two-Weapon Combat, above).

Unarmored Combat

Characters who, for whatever reason, engage in combat while wearing no armor whatsoever have a base Armor Class of 11, plus Dexterity bonus, plus the character's normal Attack Bonus. Use of a shield is allowed (to those characters who may use shields normally), as are magical protection items which are not otherwise properly armor (such as rings or cloaks of protection). This improved base Armor Class only applies to opponents the character is aware of and whose location is at least approximately known, as it is not possible to defend effectively against attackers you do not know about. This is sometimes called the "Swashbuckler Option."

Mounted Combat

When a combatant is mounted, the rider's Initiative roll is used for both rider and mount, as the rider is the one guiding the mount's movements. Thus, all attacks by rider and mount are effectively simultaneous and generally must all be against the same target. Some exotic mounts may vary from this rule at the GM's option, especially if the mount is unusually fast or slow. For example, a zombie steed still moves and attacks last in the round regardless of the rider's Initiative roll.

When charging, only one of the rider or mount receives the charging bonus, and the other of the pair does not attack that turn. Note that normal steeds (horses) do not generally have attacks which benefit from a charging movement. To receive the benefits of charging, the rider must have proper riding equipment, i.e. a saddle with stirrups.

The mount must be trained for mounted combat in order to coordinate attacks with rider. Otherwise, only the rider may attack, and does so at a -2 penalty to AB. Mounts having near human Intelligence (or better) are automatically considered trained for combat.

A mount is generally large enough compared to the rider to allow the rider to "set against charge" when using an appropriate weapon. The rider and mount must remain stationary and the rider must have a proper saddle with stirrups to do this.

Nearly all rider and mount combinations are considered large for purposes of fighting against small humanoids like Halflings, who may have special bonuses against such combatants.

Unless otherwise specified by the attacker, all attacks are assumed to be directed against the rider rather than the mount. An attack that misses the rider by 1 to 2 points, but which would hit the mount's AC, is applied against the mount instead.

An untrained mount that takes damage must roll a Morale check, and will generally attempt to flee immediately if the check fails (regardless of Initiative). The rider must save vs. Death Ray with Dexterity bonus applied or be thrown from the steed's back. A thrown rider suffers 1d6 points of falling damage, is prone, and cannot make any further action until the next round. A rider who retains his or her seat will regain control 1d4 rounds after the mount is out of sight of the attacker. The GM must rule if magic or other means is used to regain control. Also note, even trained mounts subjected to magical fear will respond in this way.

Jousting: A joust is simply a situation in which two riders charge at each other with lances. All the standard rules apply to such attacks, except that the AC penalty for charging does not apply to their attacks against each other (but the penalty does apply to attacks made by bystanders).

When a joust is hit by his opponent he must make a save versus Death Ray with Strength bonus applied or else be unhorsed and land prone upon the ground, suffering 1d6 points of damage just as given above. Each full 5 points of damage dealt applies a -1 penalty to the save. If the save is failed by 5 or more points, then the unhorsed individual is also stunned for 1d3 rounds, suffering a penalty of -2 to AC and a -2 penalty to AB for the duration. If save is failed by 10 or more the combatant is knocked out completely for 2d4 rounds.

Jousting with deliberately blunted lances (as is often done in tournaments) results in subdual damage, but all other effects above still apply. Damage from being unhorsed will still be normal damage, for instance.

Shield Bash

A character may use a shield as a weapon rather than as a defensive item. Such an attack is a normal melee attack and does 1d4 points of subdual damage, plus Strength modifier if any. Shield specialists receive a +1 bonus to damage. If the shield is magical, its normal bonuses may be applied to both the attack and damage roll.

Naturally, the character loses all the AC benefits of the shield (including those for magic and specialization) until the beginning of the next round after attempting a shield bash. Penalties normally applied for an off-handed weapon do not apply, as shields are made to be carried and employed in that way.

Light Weapons

A Fighter or Thief wielding a light weapon may choose to use his or her Dexterity modifier instead of Strength on attack rolls. Regardless of which bonus applies to attack rolls, the Strength modifier is always used to modify

damage rolls. When using this rule, the short sword can be used to represent rapiers, sabers or any other fencing-type sword.

Light weapons from the Core Rules include: hand axe, daggers, short sword (and variants), and warhammer (or throwing hammer).

Called Shots

Called shots are all those kind of attacks that are not performed with the intent of simply dealing damage but rather to achieve "special effects" like tripping, disarming, or otherwise subduing the target.

The character executing a called shot makes a normal attack roll with a -4 penalty on the roll.

Called shots may be resisted with a saving throw of some kind; when in doubt, the GM should consider either Paralyzation or Death Ray. If the attacker is a weapon specialist, apply the specialist's damage bonus as a penalty on this saving throw.

Here are some samples of called shots:

Disarm: The character chooses to inflict no damage and simply disarm the enemy; the target is permitted to save vs. Paralyzation to hang on to his or her weapon.

Trip: The character tries to hook and pull down a foe instead of inflicting damage. On a successful hit, the victim must make a save vs. Paralyzation or fall to the ground. Standing up again is equivalent to a full move.

Calm or Befriend Animal

Druids have the ability to Calm or Befriend Animals. The Druid attempts to communicate a benign intent, and through his or her connection to the natural world, the animals affected may be either calmed or befriended. The player rolls 1d20 and tells the GM the result. Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

The GM looks up the Druid's level on the **Calm or Befriend Animals Table** on page 30 and cross references it with the animal's hit dice. Tame or normally domesticated animals such as livestock, family pets, or normal beasts of burden are treated as half their actual Hit Dice, reflecting their relative easy manageability. Monstrous animals such as griffins, owlbeats, pegasi, or other such "near-natural" creatures are treated as they are 1 Hit Die more than listed to reflect their unique natures. If the table indicates "No" for that combination, it is not possible for the Druid to affect that type of animal. If the table gives a number, that is the minimum number needed on the 1d20 to Calm that sort of animal. If the table says

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“C” for that combination, that type of animal is automatically affected. If the result shown is a “B” for that combination, that type of animal is automatically befriended.

If the roll is a success, 2d6 hit dice of animals are affected. Surplus hit dice are lost, but at least one animal is always affected if the first roll is a success.

If a mixed group of animals (say, a boar and a black bear) is to be affected, the player still rolls just once. The result is checked against the weakest sort first (the boar), and if they are successfully Calmed or Befriended, the same result is checked against the next higher type of animal. Likewise, the 2d6 hit dice are rolled only once. For example, if the group described above is to be affected by a 2nd level Druid, he or she would first need to have rolled a 15 or higher to Calm the boar. If this is a success, 2d6 are rolled; assuming the 2d6 roll is a 6, this would Calm the boar and leave a remainder of 4 hit dice of effect. Black bears are, in fact, 4 hit die animals, so assuming the original 1d20 roll was a 20, the black bear is Calmed as well. Obviously, were it a group of 2 boars and a black bear, the 2d6 roll would have to be a total of 8 or higher to affect them all.

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If a Druid succeeds at Calming or Befriending the animals, but not all animals present are affected, he or she may try again in the next round to affect those which remain. If any roll to Calm or Befriend the Animals fails, that Druid may not attempt to use this ability again for one full turn. A partial failure (possible against a mixed group) counts as a failure for this purpose.

Calm animals will not interact with the druid (or others accompanying the druid) in any manner, unless approached by the druid. The druid can cause them to leave an area, or the druid can try to befriend the animals. In this case, the GM should roll a reaction roll with any result below favorable meaning the animals leave the area immediately. Note that if the result on the Calm or Befriend Animals Table indicates that the Druid automatically befriends the animals, the GM should treat the animals as if a “Very Favorable” result was rolled on the Reaction Roll Table; no actual reaction roll is needed in this case. A Befriended animal will follow the druid, guarding and assisting within its capabilities so long as the druid remains in the general vicinity of its normal lair or range. However, it will not “fight to the death” or sacrifice itself indiscriminately. When substantially wounded an animal will flee the area immediately. Check morale as necessary when the situation seems appropriate.

TREASURE

Sentient Weapons

Some magic weapons have an intelligence all their own. Only weapons proper (i.e. not ammunition) will be intelligent, and it is unusual for a sentient weapon to be smaller than a shortsword. These weapons think and feel the same way characters do and should be treated much like NPCs. Sentient weapons have extra abilities and sometimes extraordinary powers and special purposes. In general, less than 1% of eligible magic weapons have intelligence; it is recommended that the GM place each one specially, and not give them out as part of randomly generated treasures.

Sentient weapons (also called “intelligent weapons”) do not have the same sort of sentience as ordinary creatures. For instance, regardless of the stated intelligence score of a sentient weapon, they are not capable of extended thinking or planning, or any sort of design or engineering tasks. Sentient weapons have poor memories, remembering only the most important events of their existence. A very old sentient weapon might remember only its most famous (or infamous) wielders, and only the most significant battles in which it was wielded.

Unlike most magic items, sentient weapons can activate their own powers without waiting for a command word from their owner. A sentient weapon acts when its owner acts in initiative order, but acts of its own accord.

Weapon Affiliation or Purpose

Sentient weapons are created for some specific purpose. Generally, this is manifested as the weapon's *affiliation*. A weapon may be affiliated with a religious association, a specific race, or some other group or order. An affiliated weapon will prefer to be utilized by members of the affiliated group; further, the weapon will avoid at all costs working against the interests of the affiliated group. So, a weapon affiliated to the Elves of the White Forest might permit a human to use it if no better choice is available, but the weapon would still resist being used *against* the Elves of the White Forest.

Alternately, a sentient weapon might be created to follow some particular philosophy or mission, at the GM's option. The wielder of such a weapon must behave in support of the weapon's philosophy or mission, or at least not against it, in order to be granted the advantages the weapon possesses.

Some sentient weapons also have a specific purpose, typically to fight some particular type of foe. Obviously, the affiliation and purpose of the weapon must not conflict. For instance, a weapon might have been created to defend the elves from trolls; thus, the weapon is affiliated with the elves, but fighting trolls is its purpose.

The weapon will prefer to act in accordance with its purpose; for example, the aforementioned elf-made weapon created to fight trolls would prefer to be in the hands of an elf warrior fighting trolls. However, in the absence of a troll to fight, the weapon would find fighting orcs or dragons equally acceptable, just as it would likely tolerate being used by a human in the absence of a qualified elf wielder. There is no table or die roll to determine whether or not a sentient weapon has a purpose; this is up to the GM to decide.

A sentient weapon will naturally prefer some wielders over others, based on its affiliation and/or purpose. A sentient weapon which does not like its wielder may choose to hide its nature, pretending to be a common sort of magic weapon, until it is in the hands of someone it prefers. Alternately, such a weapon may choose to inflict damage directly on the wielder when it is drawn or handled, doing 2d4 points of fire or electrical damage per round so long as it is held. A sentient weapon may even choose to act as a cursed weapon, with a penalty equal to its usual bonus (-2 vs. +2 for example). One final option for a sentient weapon is to attempt to control the unwanted wielder (as explained below).

Intelligence of Weapon

d20	Intelligence	Lesser Powers	Greater Powers
1-5	8	1	–
6-10	9	2	–
11-14	10	3	–
15-17	11	3	1
18-19	12	3	2
20	13	4	3

Weapons with less than 9 Intelligence communicate by means of **empathy**: the possessor feels urges and sometimes emotions from the weapon that encourage or discourage certain courses of action. The weapon can understand the intent or desire of the wielder (with some limitations). Weapons having 9 or higher Intelligence will be able to speak.

Languages Spoken By Weapon

Sentient weapons which can speak will know Common (or the racial language of the weapon's creator, if that is different from Common) as well as one additional language per point of Intelligence above 9. Choose appropriate languages, taking into account the weapon's origin, affiliation, and purpose (if any).

Sensory Abilities

A sentient weapon typically has about the same visual and auditory abilities as its creator had; so Human-made weapons cannot see in the dark, but Elven or Dwarven weapons have Darkvision. A sentient weapon may also have powers granting additional sensory abilities.

Sentient Weapon Powers

Each sentient weapon will have a number of lesser and greater powers, as determined on the table above. Lesser powers are primarily detection abilities; when the sword activates one of these powers, it can scan an adjacent area 10' wide by 20' deep each round for up to a turn. A sword can activate only one lesser power at a time, and each such power can be used up to 6 times per day.

Greater powers are, in effect, spells; each sentient weapon which has greater powers will be able to activate each one up to 3 times per day, for at most 1d4+1 turns each time (for those powers which are not instantaneous). Though the sword chooses when to use its powers, once activated they are under the control of the wielder (so, for instance, the wielder controls any illusions created by the Phantasmal Force power). A list of suggested greater powers is provided below, but the GM may add any spells he or she sees fit. Note that offensive spells are not usually granted to a weapon, since the weapon is its own offense.

Lesser Powers

% Roll	Power
01-15	Detect Gems and Jewels
16-20	Detect Illusion
21-35	Detect Invisible
36-50	Detect Magic
51-60	Detect Metal
61-70	Detect Secret Doors
71-75	Detect Shifting Walls and Rooms
76-80	Detect Sloping Passages
81-00	Detect Traps

Greater Powers

% Roll	Power
01-09	Clairaudience (as the potion)
10-20	Clairvoyance (as the spell)
21-37	ESP (as the spell)
38-45	Flying (as the spell)
46-60	Cure Light Wounds (as the spell)
61-74	Levitation (as the spell)
75-81	Phantasmal Force (as the spell)
82-87	Telepathy (as the helm)
88-91	Teleport (as the spell)
92-00	X-Ray Vision (as the ring)

Sentient Weapon Ego

Ego is a measure of the total power and force of personality that a sentient weapon possesses. To calculate a sentient weapon's ego, add together its Intelligence and combat bonus, plus 1 point for each lesser power and 2 points for each greater power. For weapons having more than one combat bonus, the weapon's ego may actually change when in the presence of creatures that would receive the higher figure. Consider a Longsword +1, +3 vs. Regenerators; in the presence of trolls, the sword's ego rises two points.

Weapons vs. Wielders

A sentient weapon is always true to its affiliation (and purpose, if it has one). If the character who possesses the weapon is not true to that affiliation or purpose, personality conflict (weapon against character) results.

A character's ego is equal to his or her Intelligence and Wisdom added together; this figure is reduced by half the Wisdom score if the character has half or less of his or her hit points remaining.

When a personality conflict occurs, the possessor's ego is compared to the weapons ego; if the weapon has a higher ego score (not merely equal), the character must make a saving throw vs. Spells. Failure of the save means that the weapon takes control of the character. If the save is made, the weapon can force another such check each round, until the roll is failed or the character releases the weapon (including sheathing it). Of course, if the situation which is causing the weapon to seek control passes before the wielder fails a save, the weapon will stop trying to take control.

Control lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the weapon or the character, and so on), which forces another

personality conflict check to be made. Should a weapon gain control, the character behaves as if charmed, doing the weapon's will. This may include:

- Removal of associates or items whose goals or personality are distasteful to the item.
- Causing the character to give away all other magic items or items of a certain type.
- Immediately seeking out and slaying creatures hateful to the weapon.
- Causing the character to relinquish the weapon in favor of a more suitable possessor due to personality differences or conduct.
- Forcing its possessor into combat.
- Forcing its possessor to surrender to an opponent.

- Cause the character to drop the weapon.

Naturally, such actions are unlikely when harmony reigns between the character's and item's affiliations or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance, or a more powerful possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they have the same affiliation. No sentient weapon wants to share its wielder with others.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though the items may never successfully control their possessors.

GAME MASTER INFORMATION

Illusions, Saving Throws and Disbelief

The victim of an illusion doesn't get an automatic save vs. Spells. He must have a good reason to believe that a creature, object, or situation is an illusion. The Game Master must base his or her decision on the quality and the credibility of the illusion.

An illusion of quality is an illusion created by a caster who has a clear "mental vision" of a creature, an object or a situation. For example, a caster cannot create an illusion of quality of a red dragon if he or she has never seen a red dragon.

An illusion can be credible only if the creature, the object or the situation is realistic. For example, the illusion of a door on a wall is credible, but not a door floating in the air. Also, illusions created by spells of high level have more chance to be credible since several senses are affected.

Therefore, if an illusion is not of quality and/or credible, the Game Master can decide to allow an automatic save vs. Spells.

In addition, a player can announce to the Game Master that his or her character does not "believe" in the existence of a creature, an object or a situation. The GM must then make a secret save vs. Spells for that character. Note that the GM should always roll the save, even if the creature, object, or situation is not an illusion (as omitting the roll would give this away to the player).

If the save is successful (and the creature, object, or situation is really an illusion), the Game Master must announce this fact to the player. If the character then tells his or her comrades, they in turn receive a save vs. Spells with a +4 bonus.

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