This tome, for players of the AD&D® game, contains much information that has never before been published.

It is an excellent resource for intermediate and advanced players and Dungeon Masters, ages 10 and up.
UNEARTHED ARCANA

by Gary Gygax

A compendium of new ideas and new discoveries for AD&D® game campaigns, of benefit to players and Dungeon Masters alike.
Now that you have this tome in your hands, you are about to discover a new and exciting dimension in the AD&D game world. You have unearthed the hidden mysteries of this work, so although they are no longer arcana, the contents are treasure. The AD&D game system is dynamic. It grows and changes and expands. Our universe does all this, and so too the multiverse of this game system. The description and definition of an infinite multiverse must necessarily be done piecemeal - adding new discoveries as they come to light, expanding horizons as the sum total of our past knowledge allows.

As the original volumes of the game system (Monster Manual, Players Handbook, and Dungeon Masters Guide) have altered from their first editions, so the game has changed in form and substance. This new material grew from my own campaign, articles published in DRAGON Magazine, and input from many Dungeon Masters and players also. The book has a single purpose: Unearthed Arcana brings new dimensions to the AD&D game system. The compiled material, which lies herein, offers fresh new approaches to play without materially affecting any ongoing campaign adversely. This work does not alter former “laws of the multiverse,” but it does open insights and vistas beyond those previously understood and seen.

All the participants of a campaign will find this material of greatest interest and benefit to them. Dungeon Masters will discover new sub-races and their inter-relationships, new deity models for non-humans, and much in the way of magic - a new spellcasting class and new options for casters! Players, of course, benefit from all of that and more. There are new horizons for demihuman characters, new professional callings, new weapons, new approaches to just about everything. Yes, some of this material has appeared previously, but here it is carefully revised, edited, and compiled so as to change it from a possible insertion to an integral part of a vital campaign. There are new choices, new possibilities, new opportunities, and new ideas laid out before you. Best of all, these rest upon the solid foundation of the AD&D game system - the most widely accepted and played role-playing game in the world.

This effort was by no means mine alone. Len Lakofka, as usual, contributed his part. Roger Moore is a name that all devotees of the game know, and he also added to this work. Luke Gygax was invaluable as a sounding-board and playtester. Frank Mentzer was on hand from the beginning to test and try my thoughts and ideas, to bring his own creativity to the whole, and to assist in making this a far better effort than originally conceived. Once the ideas were compiled, Jeff Grubb and Kim Mohan went to work on the manuscript. These two insisted on clarifying, codifying, expanding, and defining, and generally demanded that the whole text become better and better. Despite the extra work demanded from me, I thank them for this - and still more for their own creativity which they freely contributed in order to insure that what you now hold is the best possible text, a literally up-to-the-minute description of the “state of the art” as that term applies to the AD&D game system.

Every Dungeon Master who has created a campaign milieu out of whole cloth, so to speak, can certainly understand that the more one learns, the more one comes to understand how little he knows. So too the multiverse of this game system. The farther afield one goes in exploration and discovery, the greater the realization of how vast is the realm of unknown knowledge which awaits discovery, as it were. However, such as with our actual world, the expanses of the game multiverse will always have frontiers and unexplored territories. This fact, indeed, is what makes the AD&D game system so wonderful and appealing.

Thus, Good Reader, here is the “last word” - by far not the last word ever, but the latest so far. It is, after all, high time that those who enjoy the challenge and excitement of the AD&D game be presented with a tome such as this, a package that gathers all of the new discoveries, plus a wealth of just uncovered secrets, between one pair of covers. Preliminaries aside, here is Unearthed Arcana. It is now the moment you have waited for. Read on, and may you have as much fun with your creation as we are having with ours.
EXPANDED CHARACTER RACES

The expanded, revised character race tables show all of the racial varieties that are now open to player characters. In summary, player character dwarves are no longer limited to being hill dwarves; elves can be other than high elves and gnomes are not restricted to being “surface gnomes.” The special characteristics of the additional sub-races and the new player race, the half-ogre, are given on the following pages. The Dungeon Master may have restrictions as to which races are allowed in the campaign due to the circumstances of the milieu. Two tables for easy reference are given below in order that you can select the racial stock of your character based on abilities generated and with an eye towards what class (q.v.) of adventurer the character will be.

Penalties and Bonuses for Race: Certain racial stocks excel in certain ability areas and have shortcomings in others. These penalties and bonuses are applied to the initial ability scores generated by a player for his character as soon as the racial stock of the character is selected and the modified ability scores then are considered as if they were the actual ability scores generated for all game purposes. These penalties and bonuses are shown below. The minimum and maximum initial ability scores listed include ability adjustments by race. Magic may alter ability scores above or below these values.

### Initial Ability Score Limits By Racial Type or Subtype

<table>
<thead>
<tr>
<th>Race</th>
<th>Ability Score Limits</th>
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<tbody>
<tr>
<td>Dwarf, gray</td>
<td>Constitution 19, Charisma 17</td>
</tr>
<tr>
<td>Dwarf, mountain</td>
<td>Constitution 19, Charisma 17</td>
</tr>
<tr>
<td>Elf, dark (male)</td>
<td>Intelligence 19, Dexterity 19, Wisdom 17, Constitution 17</td>
</tr>
<tr>
<td>Elf, dark (female)</td>
<td>Intelligence 19, Dexterity 19, Charisma 19, Strength 17, Constitution 17</td>
</tr>
<tr>
<td>Elf, grey</td>
<td>Strength 17, Intelligence 19, Dexterity 19, Constitution 17</td>
</tr>
<tr>
<td>Elf, sylvan</td>
<td>Strength 17, Dexterity 19, Constitution 17</td>
</tr>
<tr>
<td>Elf, wild</td>
<td>Strength 17, Dexterity 19, Constitution 17, Charisma 17</td>
</tr>
<tr>
<td>Gnome, deep</td>
<td>Constitution 19, Charisma 17</td>
</tr>
<tr>
<td>Half-ogre</td>
<td>Strength 19, Constitution 19, Intelligence 15, Dexterity 15, Charisma 13</td>
</tr>
</tbody>
</table>

There are certain other disadvantages and advantages to characters of various races; these are described in the paragraphs pertaining to each race which follow.

### Character Class Limitations By Race

<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>CLERIC</td>
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<td>Yes</td>
<td>Yes*</td>
<td>Yes</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
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<td>No</td>
<td>No</td>
<td>No</td>
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<td>Yes</td>
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<tr>
<td>THEIF</td>
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<td>Yes</td>
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<td>Yes</td>
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</tbody>
</table>

* Only drow females may be clerics of Lolth, goddess of the drow. As such, male drow are typically arcane casters while females are clerics.

Note: Character class names are shown in capital letters if the class is core class; sub-classes are shown with the first letter capitalized only. The character classes presented in this book, listed in italics, list what races are permitted for that particular class. Assume that all subraces face the same restrictions with regards to these newly presented classes, unless otherwise noted in the subrace or class description.

### Ability Adjustments By Racial Type or Subtype

<table>
<thead>
<tr>
<th>Race</th>
<th>Penalty or Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dwarf, gray</td>
<td>Constitution +1, Charisma -1</td>
</tr>
<tr>
<td>Dwarf, mountain</td>
<td>Constitution +1, Charisma -1</td>
</tr>
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<td>Elf, dark (male)</td>
<td>Intelligence +1, Dexterity +1, Wisdom -1, Constitution -1</td>
</tr>
<tr>
<td>Elf, dark (female)</td>
<td>Intelligence +1, Dexterity +1, Charisma +1, Strength -1, Constitution -1</td>
</tr>
<tr>
<td>Elf, grey</td>
<td>Intelligence +1, Dexterity +1, Strength -1, Constitution -1</td>
</tr>
<tr>
<td>Elf, sylvan</td>
<td>Strength +1, Dexterity +1, Intelligence -1, Constitution -1</td>
</tr>
<tr>
<td>Elf, wild</td>
<td>Strength +1, Dexterity +1, Constitution -1, Charisma -1</td>
</tr>
<tr>
<td>Gnome, deep</td>
<td>Constitution +1, Charisma -1</td>
</tr>
<tr>
<td>Half-ogre</td>
<td>Strength +2, Constitution +2, Intelligence -1, Dexterity -1, Charisma -2</td>
</tr>
</tbody>
</table>

Racial Stock of Characters shows seven subraces of the six demihuman races presented in the PLAYERS HANDBOOK as well as a new player race, the half-ogre. Reading down each heading gives quick reference as to what classes each subrace or race is able to become in regard to their player character role. A “*” indicates that the race cannot become the character class in question. A “no” indicates that the race may choose to multiclass using subclasses of the character class in question. The listed multiclass options only show primary class combinations. Characters may choose to multiclass using subclasses of each listed class, so long as the chosen class is available to them (i.e. a dwarf could be not a cavalier/cleric or a fighter/draud).

Wild elves, unlike their brethren, may not be multiclassed magic-users (as they are barred from playing magic-users and their subclasses) and clerics (though they may be multiclassed bards or druids).
DWARVES

DUERGAR (Gray Dwarves)

Gray dwarves, also known as duergar, are usually found only in the subterranean depths of the earth. While the majority of the members of this sub-race are of lawful evil alignment (with neutral tendencies), player characters who are gray dwarves may be of any alignment. Duergar are thinner than other dwarves, almost emaciated in appearance, and their skin and hair color ranges from medium to dark gray.

Determine Depth Underground: Duergar can see in complete darkness to a distance of 60'. Bright light, such as that from a torch or lantern, within 60' of the duergar character spoils their darkvision.

Determine Direction Underground: Gray dwarves can automatically determine how far belowground they are.

Stonecraft (WS): Dwarves' expertise at mining and working stone allows them to spot unusual or unique stonework construction. When passing within 10' of a secret door, dwarves automatically make a wisdom check to notice it. They get a +2 bonus to intelligence checks made to actively search for secret doors.

Metalcraft: Duergar, like other dwarves, are expert smiths and gain a +2 bonus to ability checks related to crafting or appraising metal items. Duergar gain a +2 bonus to traps and open locks checks.

Defensive Expertise (Giants): Duergar have retained the defensive expertise of dwarves against giantkind. They gain a +4 bonus to armor class when attacked by giantkind (ogres, trolls and giants).

Light Sensitivity: Gray dwarves live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Daylight, and spells such as continual light, affect duergar as follows: The character’s dexterity is effectively reduced by 2 for the duration of the exposure (with all penalties to armor class, ability checks, etc., applicable), all their attacks are made at a -2 penalty and spellcasters must make a concentration check with a -2 challenge modifier in order to successfully cast spells. The relatively dim light given off by such sources as torches, lanterns, magic weapons, light spells, and faerie fire does not adversely affect a gray dwarf.

Stealthy: Duergar have the ability to move about noiselessly and conceal themselves. Elves gain a +2 bonus dexterity checks made to move silently and hide. This bonus is added to those gained by the stealthy class ability.

Resistance to Magic: Dwarves are highly resistant to magic, gaining a +4 bonus to all saves versus arcane magic.

Immune to Poison: Duergar are immune to all poisons.

Immune to Illusions/Phantasms: Duergar are immune to all illusion/phantasm spells.

Immune to Paralyzation: Duergar are immune to all paralyzation spells and effects.

Psionics: All duergar may use the following psionic abilities once per day: enlarge person, invisibility and reduce person. These psionic abilities function exactly as the psionic powers of the same name. See page 35 of this tome for more information on the use of psionics and its interaction with magic and/or magic resistance. The psionicist level is equal to the duergar character’s level.

Automatic Languages: Dwarves automatically speak Undercommon and the dwarven tongue.

Bonus Languages: Due to their dealings with these races, dwarven characters may learn the following knowledge: language skills, at the start of play: Common, elven, giant, gnomish, goblin, kobold or svirfneblin.

Size: Even though dwarves typically stand little over 4’ tall, they are considered Medium-sized due to their broad shoulders and sturdy build.

Movement Rate: Duergar move at a rate of 45’ (9”) per round due to their short stature.

Ability Adjustments: Because of their sturdy builds, duergar add 1 to their initial constitution scores. Their dour and suspicious natures cause them to subtract 1 from their initial charisma scores.

Permitted Classes: Duergar may advance in all classes open to typical dwarves, as well as the psionicist class: cleric, bard, clerdar, cleric, druid, fighter, anti-paladin, barbarian, duelist, paladin, ranger, psionicist, thief and assassin.

Level Equivalency: All duergar characters, due to their racial abilities, add 2 to their character level when determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character’s level-based abilities.

MOUNTAIN DWARVES

Mountain dwarves are similar to their cousins, hill dwarves, but tend to be taller (4½’ + tall) and lighter in coloration (typically of lighter of skin with brown hair).

ELVES

DARK ELVES (DROW)

Drow can automatically

Determine Depth Underground: Dark elves can automatically determine how far belowground they are.

Determine Direction Underground: Drow can automatically determine which direction they are traveling in when underground.

Light Sensitivity: Dark elves can automatically see in complete darkness to a distance of 60’. Bright light, such as that from a torch or lantern, within 60’ of the dark elf character spoils their darkvision.

Immune to Paralyzation: Dark elves are immune to all paralyzation effects. The inky black of a moonless night and their hair is normally pure white or silver.

A dark elf player character is considered an outcast from his or her homeland deep within the earth, whether by matter of choice, alignment, or merely being on the losing side of some family-wide power struggle. As such, drow characters do not have immediate access to the weaponry, armor, cloaks, and poisons that are normally found in the possession of non-player characters of this sub-race. The magic resistance possessed by NPC dark elves is likewise not a property of player characters, who have abandoned their homeland; it is likely that this power is the result of extended dabbling in the dark arts as well as the effects of their environment. Once having made the decision to embark upon an adventuring career, a drow player character can never regain this magic resistance short of the use of wish spells or similar magics, but can still rise in power and dominate fellow dark elves. In drow society only females may be clerics, priestesses to the demon queen Lolth, though player characters are not bound by this restriction (unless they choose Lolth as their patron deity!).

All dark elves can use a background skill to learn the silent tongue of subterranean dwellers, a language of complex hand signals and gestures, combined with facial expressions and body language. The range of communication in this silent tongue is only 30’, but it is as informative as any other language within that range. Only the drow may fully master this tongue, though other races may be taught its basic signs and symbols.
Enhanced Senses: The keen senses of dark elves grant them a +2 bonus to wisdom checks involving sight or hearing.

Stonecraft (WIS): The keen senses of the drow and the long years they have spent expanding their web of subterranean cities have given them expertise at working stone. This allows them to spot unusual or unique stonework construction. When passing within 10' of a secret door, dark elves automatically make a wisdom check to notice it. They get a +2 bonus intelligence checks made to actively search for secret doors.

Light Sensitivity: Dark elves live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Daylight, and spells such as continual light, affect drow as follows: The character's dexterity is effectively reduced by 2 for the duration of the exposure (with all penalties to armor class, ability checks, etc., applicable), all their attacks are made at a -2 penalty and spellcasters must make a concentration check with a –2 challenge modifier in order to successfully cast spells. The relatively dim light given off by such sources as torches, lanterns, magic weapons, light spells, and faerie fire spells does not adversely affect a dark elf.

Stealthy: The natural grace of their race gives drow the ability to move about noiselessly and conceal themselves. Drow elves gain a +2 bonus dexterity checks made to move silently and hide. This bonus is added to those gained by the stealthy class ability.

Resistance to Magic: Drow are highly resistant to magic, gaining a +4 bonus to all saves versus arcane magic.

Improved Resistance to Sleep & Charm: Elves are naturally resistant to sleep and charm spells. They receive a +10 bonus to all saving throws versus sleep and charm spells.

Immune to Ghoul's Paralysis: Dark elves are immune to ghoul's paralysis, just as their surface cousins are.

Spell-like Powers: All dark elves have the innate ability to use the following magical spells once per day: dancing lights, faerie fire, and darkness, 5' radius. Upon attaining 4th level in any class, dark elves gain the ability to cast detect magic, know alignment, and levitate, also once per day. Females of 4th level or higher also can use clairvoyance, detect lie, undetectable lie, suggestion and dispel magic, each once per day.

The caster level is equal to ½ of the drow’s level.

Weapon Training: Dark elves are trained in the use of two-weapon combat and offset any two-weapon fighting penalties by +2.

Automatic Languages: Drow automatically speak Undercommon and the elven tongues.

Bonus Languages: Due to their interactions with these races, dark elves may learn the following knowledge: language skills, at the start of play: Common, dwarven, gnomish, goblin, kobold, kuo-toa or(sv crushed)

Size: Elves are Medium-sized creatures.

Movement Rate: The base movement rate of drow is 60' (12") per round.

Ability Adjustments: Drow males and females gain different ability score adjustments due the vastly different roles of the two genders in drow society and due to Lloth’s blessings upon female drow.

Drow males gain a +1 bonus to their initial intelligence and dexterity score, but suffer a -1 penalty to their initial wisdom and constitution scores.

Drow females, on the other hand, gain a +1 bonus to their initial intelligence, dexterity and charisma scores, but suffer a -1 penalty to their initial strength and constitution scores.

Permitted Classes: Drow may advance in the following character classes: cleric, bard, cloistered cleric, fighter, anti-paladin, cavalier, dulseist, paladin, ranger, magic-user, illusionist, necromancer, psionicist, thief and assassin.

Level Equivalency: Female drow characters, due to their racial abilities, add 2 to their character level when determining the experience needed to progress in level.

Males drow characters add 1 to their character level when determining the experience needed to progress in level due to their limited abilities.

As such, a level 1 female drow magic-user would effectively be 3rd level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character’s level-based abilities.

GRAY ELVES (FAERIES)

Gray elves are members of a rare race that shares all of the abilities of high elves, including resistance to sleep and charm, ability with sword or bow, twilight vision, enhanced senses, detection of secret and concealed doors, and ability to move silently when encumbered. The two sub-races share the same languages.

Gray elves receive a +1 bonus to their dice rolls for intelligence and dexterity, giving beginning player characters a maximum score of 19 in these abilities but suffer a -1 penalty to their initial constitution and strength scores. Gray elves are not as common as high elves, and do not normally associate with humanoids other than elves for long periods. They are thinner than high elves, with hair color of silver or gold and eyes of amber and violet.

WILD ELVES (GRUGACH)

Wild elves, or grugach, shun outsiders even more fervently than other elves, and are xenophobic even with regard to other elven races.

They are similar in appearance to wood elves, but are smaller, thinner, and very fair. They have the standard elven abilities listed in the PLAYERS HANDBOOK (resistance to sleep and charm, twilight vision, stealthy, etc.) but, unlike most elves, gain the benefits of weapon training with spears in place of long and short swords. They retain their bonus to hit with bows.

In addition to the standard elven ability adjustments, wild elves receive a +1 bonus to their dice roll to their initial strength but suffer a -1 penalty to their starting charisma due to their reclusive, distrustful natures. Wild elves begin play with the animal empathy ability of animal friends. Grugach must take profession (trapper) as a background skill due to their expertise at setting pits, snares, and natural traps.

Automatic Languages: Grugach automatically speak elven.

Bonus Languages: Due to their xenophobic nature, grugach characters must learn Common through use of a background skill at the start of play. They may also learn the following knowledge: language skills, at the start of play: gnomish, goblin, or sylvan.

Size: Grugach, unlike other elves, are Small-sized creatures.

Movement Rate: Grugach, despite their small size, move at 60' (12") per round.

Permitted Classes: Grugach are more limited than other elves in the classes they can practice; they can only be bards, druids, fighters, (including barbarians, duelists and rangers), psionicists or thieves (including assassins). Their multiclassing options are limited to combinations of these classes as well.)
**WOOD ELVES (SYLVAN ELVES)**

Wood elves, also known as sylvan elves, have abilities similar to those of high elves, including resistance to sleep and charm, extra bonuses when wielding sword or bow, twilight vision, natural stealth, and detection of secret and concealed doors. They may learn treant as a bonus knowledge: language skill and automatically gain the animal empathy ability of gnomish characters.

They receive a +2 bonus to their initial dice roll for strength, and must take a -1 penalty to their initially generated score for intelligence.

Wood elves are more reserved than gray elves, and do not mix with other races on a regular or recurring basis.

Wood elves have fair complexions, with hair color ranging from copper red to blonde and eyes of light brown, light green or hazel.

**Gnomes**

**DEEP GNOMES (SVIRFNEBLIN)**

Deep gnomes, also known as svirfneblin, are members of a breed of gnome that lives deep beneath the surface of the earth. They can be of any class or combination of classes that is permitted to surface dwelling gnomes. Deep gnomes who are not illusionists gain special abilities at high levels. Deep gnomes are more muscular than their above-ground cousins, their gnarled skin ranging from medium brown to grayish brown in color. They have gray eyes and tend to be bald.

Player character deep gnomes must be male, since no females of this sub-race have ever been known to take up adventuring careers. Player character deep gnomes do not possess the innate magic resistance of non-player character svirfneblin. Unlike nonplayer characters of this sub-race, player character svirfneblin do not automatically improve in natural armor class as they progress in levels. The reasons why player character deep gnomes lose certain abilities may be similar to why this happens to dark elves (see above).

**Darkvision 120:** Deep gnomes can see in complete darkness to a distance of 120'. Bright light, such as that from a torch or lantern, within 60' of the deep gnomish character spoils their darkvision.

**Enhanced Senses:** The keen senses of gnomes grant them a +2 bonus to wisdom checks involving sight, smell or listening.

**Light Sensitivity:** Deep gnomes live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Daylight, and spells such as continual light, affect them as follows: The character's dexterity is effectively reduced by 2 for the duration of the exposure (with all penalties to armor class, ability checks, etc., applicable), all their attacks are made at a -2 penalty and spellcasters must make a concentration check with a -1 penalty to armor class, ability checks, etc., applicable), all their attacks are made at a -2 penalty and spellcasters must make a concentration check with a -1 penalty to their initially generated score for intelligence.

**Determine Depth Underground:** Svirfneblin can automatically determine how far belowground they are.

**Determine Direction Underground:** Deep gnomes can automatically determine which direction they are traveling in when underground.

**Stealthy:** Deep gnomes are adept at moving about noiselessly, and are virtually invisible when there is unworked stone against which they can hide. Svirfneblin gain a +2 bonus dexterity checks made to move silently. When able to conceal themselves in an area with unworked stone, deep gnomes gain a +5 bonus to dexterity checks made to hide. These bonuses are added to those gained by the stealthy class ability.

**Stonecraft (WIS):** Gnomish, like dwarfen, expertise at mining and working stone allows them to spot unusual or unique stonework construction. When passing within 10' of a secret door, deep gnomes automatically make a wisdom check to notice it. They get a +2 bonus to intelligence checks made to actively search for secret doors.

**Metalcraft:** Deep gnomes are superior craftsmen of finely wrought, often elaborate, pieces of jewelry. Like dwarves, they gain a +2 bonus to all skill and ability checks related to crafting or appraising metal items. They also gain a +2 bonus to traps and open locks checks.

**Enemy (Kuo-Toa & Drow):** The age-old hatred that exists between deep gnomes and both kuo-toa and drow affords them a +1 bonus to attack rolls against these racial enemies.

**Defensive Expertise (Giants):** Years of battling giantkind has trained gnomes how to use their height to their advantage against such foes. They gain a +4 bonus to armor class when attacked by giantkind (ogres, trolls and giants).

**Universal Resistance:** Gnomes are highly resistant to all baalfeal effects and gain a +2 bonus to all saving throws.

**Immune to Illusions/Phantasms:** Deep gnomes are immune to all illusion/phantasm spells.

**Spell-Like Abilities:** Player character deep gnomes may use the following spell-like abilities once per day: blindness, blur and change self, as if cast by an illusionist of the character's highest level. A deep gnome also radiates nondetection as the spell, though this applies only to the individual alone and does not affect any area.

When a deep gnome becomes a player character, he or she forfeits some of the benefits that derive from close association with the Elemental Plane of Earth, as described above. However, deep gnomes do retain the innate ability of svirfneblin to summon an earth elemental once per day.

When a deep gnome reaches 6th level, he or she can perform this feat in a fashion similar to the magic-user spell conjure elemental. The type of creature summoned, if any, is determined by rolling d20 and referring to the following table:

<table>
<thead>
<tr>
<th>Die Roll Result</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Summoning fails, may not be attempted again that day</td>
</tr>
<tr>
<td>3-5</td>
<td>Xom</td>
</tr>
<tr>
<td>6-14</td>
<td>8 HD earth elemental</td>
</tr>
<tr>
<td>15-17</td>
<td>12 HD earth elemental</td>
</tr>
<tr>
<td>18-19</td>
<td>16 HD earth elemental</td>
</tr>
<tr>
<td>20</td>
<td>24 HD earth elemental</td>
</tr>
</tbody>
</table>

**Automatic Languages:** Deep gnomes automatically both speak Undercommon and svirfneblin, a dialect of gnomish.

**Bonus Languages:** Due to their interactions with these races, deep gnomes may learn any of the following knowledge: language skills, at the start of play:

- Common, elven, dwarven, gnomish, goblin, kuo-toan, kobold or terran.

**Size:** Deep gnomes are Small creatures.

**Movement Rate:** Deep gnomes move 45' (9") per round.

**Ability Modifiers:** Deep gnomes, like dwarves, are exceptionally robust and add +1 to their initial constitution score. They are more muscular than is typical for gnomes and, as such, do not adjust their initial strength score, though their somber nature imposes a -1 penalty to their initial charisma score.

**Permitted Classes:** Deep gnomes may advance in the following character classes: cleric, bard, cloistered cleric, druid, fighter, antipaladin, dwarf, paladin, ranger, magic-user, illusionist, necromancer, psionicist, thief and assassin.
Level Equivalency: All svirfneblin characters, due to their racial abilities, add 2 to their character level when determining the experience needed to progress in level. As such, a level 1 deep gnome illusionist would effectively be 3rd level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character’s level-based abilities.

HALF-ELVES
Half-elves of high elven ancestry are fully described on page 7 of the PLAYERS HANDBOOK. Those descended from gray and wood elves have similar abilities and restrictions. Because wild elves do not trust humans any farther than they can toss them, no instances are known of half-elves descended from gray stock. Half-elves of drow descent retain their elf parent’s disadvantages with regard to light and have darkvision 120’ in place of twilight vision. They are looked upon as outcasts by the dark elf population.

HALF-OGRES
Half-ogres are rare crossbreeds of human and ogre. Half-ogres range from 7’ to 8’ in height and weigh between 300 and 400 pounds. Skin color and hair color is variable but tends to be brown, greyish, black, dull yellow (skin only) or one of the above with a slight grey-green hue. Overall, half-ogres have swarthy, dull complexions with dark, lank hair. Most half-ogres have human-like eyes, though about 20% have the white pupils common to ogrekind.

Half-ogres, through generally outcasts among humans and feared for their ugliness and size, can find some acceptance among ogres and ogglions.

Half-ogres in an ogre band need to prove themselves constantly to their larger kin, however. For this reason, half-ogres found among an ogre band are cruel, violent, and strong; weaker half-ogres usually wind up in the stew pot. Most half-ogres found among full-blooded ogres are leaders of the ogre band or are at least well on their way to becoming leaders. Long years suffering the harsh treatment of their kin help half-ogres develop a sense of cunning and a strong will to survive. Therefore, ogres under the leadership of a half-ogre fight more effectively, even engaging in planned ambushes and complicated tactics that are beyond most ogres. There are a number of advantages and disadvantages to being a half-ogre. On the positive side, their greater size and mass allows half-ogres to use bastard swords one-handed without penalty. Their greater size and strength would also allow the use items such as a rod of lordly might or hammer of thunderbolts to better advantage. At the same time, half-ogres aren’t big enough to fully employ either the mattock or maul of the titans. Luckily, protective rings, bracers, and amulets may be used by the race, despite their size.

On the negative side, half-ogres are cursed with evil dispositions, prone to sullenness and bouts of rage. Even when this is not the case half-ogre characters are viewed with fear and suspicion by most humans and demihumans they come upon. Furthermore, the cost of specially-sized armor and clothing required by half-ogres is high, two times the norm for any other Medium-sized creature, and weight is 50% more than usual. Large shields, while easier to manipulate for a half-ogre, only provide a +1 bonus to armor class because of the limited area protected by the shield. They are also too big to ride anything but a huge horse or an elephant, neither of which is readily available or of low cost.

When struck by any weapon designed to slay humans or ogres, half-ogres are considered to be of either race. Similarly, rangers attacking half-ogres always gain the benefits of the favored enemies class ability whether the ranger is a human, demihuman, or humanoid. And half-ogres, whether PCs or NPCs, attack at a -4 penalty against dwarves and gnomes due to the skills of those smaller races at battle bigger folk.

Darkvision 60': Half-ogres can see in complete darkness to a distance of 60’. Bright light, such as that from a torch or lantern, within 30’ of the half-ogre character spoils their darkvision.

Conspicuous: Half-ogres, due to their larger size, suffer a -2 penalty to all dexterity checks made to hide and move silently.

Ability Check Modifier: Half-ogres, due to their human ancestry, are allowed to choose a third ability score with which they gain a +2 bonus to all ability checks.

Automatic Languages: Half-ogres automatically speak Common and giant.

Bonus Languages: Due to their interactions with these races, ogres may learn the following knowledge: language skills, at the start of play: dwarven, goblin, kobold or orich.

Size: Ogres are Medium creatures.

Movement Rate: Ogres move 60’ (12”) per round.

Ability Modifiers: Ogres are brutish creatures who gain a +2 bonus to their initial strength and Constitution scores, but suffer a -2 penalty to their initial Charisma score and a -1 penalty to their initial Intelligence and Dexterity scores.

Permitted Classes: Half-ogres, unlike other half-human characters, are limited in their choice of character class. They may only advance in the following classes: anti-paladin, barbarian, cleric, druid, fighter, ranger, thief and assassin.

HUMANS
Humans characters are fully described in the PLAYERS HANDBOOK, with any cultural or racial variations being expanded upon in campaign sourcebooks such as the PLAYERS GUIDE TO GREYHAWK.
The following table serves as a guide in determining which races your character will like, be rather indifferent to, or dislike. Your Dungeon Master will certainly take racial preferences into account during interaction between your character and the various races that he will encounter (see Encounter Reactions on page 51 of the PLAYERS HANDBOOK).

**Expanded Racial Preference Table**

<table>
<thead>
<tr>
<th>Race</th>
<th>Basic Acceptability of Racial Type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>DG</td>
</tr>
<tr>
<td>DWARF</td>
<td></td>
</tr>
<tr>
<td>Gray (DG)</td>
<td>P</td>
</tr>
<tr>
<td>Hill (DH)</td>
<td>A</td>
</tr>
<tr>
<td>Mountain (DM)</td>
<td>A</td>
</tr>
<tr>
<td>Elf</td>
<td></td>
</tr>
<tr>
<td>Dark (ED)</td>
<td>G</td>
</tr>
<tr>
<td>Gray (EG)</td>
<td>A</td>
</tr>
<tr>
<td>High (EH)</td>
<td>A</td>
</tr>
<tr>
<td>Wild (EWi)</td>
<td>A</td>
</tr>
<tr>
<td>Wood (EWd)</td>
<td>A</td>
</tr>
<tr>
<td>Gnome</td>
<td></td>
</tr>
<tr>
<td>Deep (GD)</td>
<td>A</td>
</tr>
<tr>
<td>Surface (GS)</td>
<td>A</td>
</tr>
<tr>
<td>Half-Elf (1/2E)</td>
<td>N</td>
</tr>
<tr>
<td>Half-Orc (1/2Og)</td>
<td>N</td>
</tr>
<tr>
<td>Half-Orc (1/2O)</td>
<td>N</td>
</tr>
<tr>
<td>Human (H)</td>
<td></td>
</tr>
</tbody>
</table>

* With regard to the reactions of races other than elves, half-elves are considered as a specific racial type. However, elves will react to half-elves as if the half-elf were either a half-elf or a full-blooded elf of the same racial type as the half-elf’s non-human ancestor, whichever is the more negative reaction.
The Dwarven Point of View

As AD&D players know, the dwarves are a human-like race, standing about 4 feet high but weighing much as 150 pounds or so due to their broad build and musculature. Most people also know that dwarves prefer living underground in caverns and mines, they value gold highly, and they have beards (female dwarves are also said to be bearded). Their use of axes and hammers as weapons and their hatred of orcs and giants is also familiar. However, this limited amount of information is the extent of most people’s awareness and knowledge of dwarves.

Scattered throughout the AD&D books and a number of other sources are other bits of information regarding this poorly understood race — information that may mean little in itself, but when put together presents in some detail an interesting portrait of a distinctly different race, one that does not share our human values and feelings on the topics of life and living. Much of the difficulty in getting to understand dwarves is due directly to their habit of separation from the affairs of other races. The dwarves are very much a race apart.

One of the most striking features of dwarven society is the inequality in numbers of males vs. females. Two out of three dwarves are male at birth, and this ratio continues to hold true as dwarves get older. The effect this has upon them reaches into nearly every aspect of their lives. Most male dwarves do not marry, but instead devote their lives to careers as craftsmen, miners, adventurers, and so forth. Dwarves who do enter into marriage become exceedingly jealous and possessive of their partners, restricting the freedom each has in exchange for a life of devotion to each other and their children. Yet, though roughly half of all male dwarves are destined to go through life as bachelors, they do not appear overly sad or frustrated. Their careers fill their daily lives as completely as would the presence of a wife, and appear to give them much the same satisfaction (particularly in the metal-working and jeweler crafts, for reasons to be given later).

How would a human society cope with an excess of males such as this? History reveals that at times such as this, human societies turn to warfare or extreme violence in order to bring the sexual imbalance back to normal. For dwarvenkind, however, a male-to-female ratio of 2 to 1 is normal.

Some dwarves, male and female alike, would not marry even if they had the chance, so immersed are they in their work. The greatest heroes and heroines of dwarvenkind have almost always been single, as a marriage means the end of any outside occupations — especially adventuring. For a married dwarf to adventure or otherwise spend a lot of time out of the home is seen as a shirking of responsibilities and a disgraceful insult to the partner of the lowest order, in effect saying that the partner (be it he or she) is not worthy of the other’s affections. Much of this feeling is caused and reinforced by the basically lawful good nature of the dwarven fold.

By and large, dwarves are seen as possessive, single-minded, perhaps having a narrow range of interests, yet throwing all their energies into the seeking of their goals. Dwarves are clannish, more so than most other races, and few make a habit of spending a lot of time among the company of non-dwarves for long periods of time.

A strong streak of materialism is present in the dwarven character, and they are sometimes notoriously jealous of what the own. Dwarves tend to hoard their wealth, spending money only to make more money, and thus they are very watchful of thieves, real and suspected. In dwarven society, there is but one penalty for pickpockets and burglars, and that is death — unless, of course, the thief is working for the dwarves against someone else.

Many dwarves are rather vengeful, and remember slight or insults long after they have ceased to matter to anyone else. They may well take opportunities to redress the situation when their enemies have been lulled into complacency. Little wonder that other races sometimes distrust dwarves more than they do goblins. Who knows, they ask, what a dwarf really thinking of you?

To other intelligent races, dwarves are humorless, “dour and taciturn” (as the DMG puts it), and loveless except for a lust for more and more gold. Such is not true; there is much joy in a dwarf’s life in such things as the birth of a child, the crafting of a beautiful jewel, or the forging and finishing of a great suit of armor or a matchless weapon.

Yet, it is true that for the most part, the life of a typical dwarf is fraught with ceaseless toil and labor; the dwarves’ work ethic makes the human concept of idleness appear laughable. They pay a price for this drive, in terms of the many lines that fill their faces as they age. This price, however, is seen as a badge of honor among dwarves, and adds in some sense to their satisfaction with themselves. Other races don’t always see it this way (especially the elves, who would be sorely distressed to have to live such serious and hardworking lives). Those few who do admire the dwarves and uphold their achievements publicly will come to win their cautious gratitude, and in time may be counted in some manner as an “honorary dwarf” if they continue to actively support and champion dwarven causes.

Interestingly enough, there is some element of humor in the dwarven character, of a nature particular to themselves. Whenever dwarves have been responsible for the rescuing of persons of other races, there is inevitably some jesting and joshing to the effect that the victims wouldn’t have had to be rescued if they’d been dwarves, or that the dwarves fail to understand what was so awful about the situation (regardless of how bad it was). Though two demons, a dragon, and an entire tribe or orcs be slain in the conquest, and the dwarves be immensely proud among themselves, they may put on a casual front to other races, and would appear to treat the whole episode as a light romp in the afternoon sun.

With all this in mind, one understands how dwarves on the whole have such low charismas when interacting with other races. Yet, on the positive side, dwarves possess a powerful tenacity, driving on when others have given up and left the race. Legends and tales abound of dwarves who dared the greatest obstacles and dangers in reaching for their goals, either to emerge victorious or end up utterly destroyed. A thing is either done or it is not, and there is no halfway about it. Dedication like this can often make the difference between success and failure for adventuring parties. Such an attitude can prove to be a great morale boost for groups of adventurers, particularly lawful good ones. How could one avoid winning, with a dwarf on one’s side?

The natural tendency to suspiciousness in the dwarven nature has saved enterprises from disaster, much more often than it has led to the missing of a good opportunity. Dwarves take a great interest in seeing that the party and its valuables are secure from loss — a greater interest than most other peoples can willingly muster.

Dwarves abhor slavery and all forms of involuntary servitude; they never practice it among their own kind or against other races. Foes are either made to leave the area, coexist peacefully if they elect to stay, or else are slain. Those who make a practice of enslaving dwarves run the gravest risks; other dwarves who find this out will lay aside all differences to unite and destroy them, in a fairly short time, if at all possible.

Dwarves are one of the toughest of races, perhaps the most so. Poisonous substances don’t affect them as much as they do other races. Dwarves do not use any magical spells, but this has proved to be an advantage rather than a disadvantage — the races fail to use a function when worn, giving them a chance of recognizing the cursed enchantments. Magical spells and magical effects of other sorts may be more strongly resisted by dwarves because of their nonmagical natures. Their strength is also considerable and in battle serves to offset their short height. Though dwarves are not as agile as other races, this doesn’t appear to affect them greatly in any way. Eske was said that dwarves are “the best fighters, for it’s said they were created that way.” The god Moradin, the Father of the Dwarves, is said to have fashioned them secretly of iron and mithral, in a forge in the fires at the heart of the world. No other god suspected what was happening, it is told, and when dwarves appeared upon the world the event was cause for great surprise among the other deities. Being
a solitary god himself, it may be guessed that Moradin preferred it this way.

Moradin was able, through his skills, to give souls to the dwarves when he breathed upon them at their creation (also cooling them as they were taken from the furnace). This sets the dwarves in a group with only humans, gnomes, and halflings for company, of beings with souls instead of spirits (see the DEITIES & DEMIGODS Cyclopedia for clarification of these terms).

Because they are built from the substance of the earth itself, dwarves feel a strong affinity for the lands that lie under the ground, and they base their lives on working with the earth's resources. One is struck, in the study of dwarven theology, by the trend toward procreation and metalcraft; perhaps more than one dwarfen smith has looked upon a finished piece of work and felt as if he'd breathed life into the metal and given it a soul of sorts, as Moradin did so long ago. Some of the most popular dwarfen-told tales concern an ancient smith who was able to do exactly that, somehow investing his creations with a life of their own. The story ends similarly to the Greek tale of Pygmalion and Galatea, with the smith fashioning a female dwarf from the most precious of metals and having her come to life. Thereafter, of course, they were married and he ceased to bother with his crafts, being now content.

Moradin is a proud and possessive god, who owns a hammer and armor that cannot be stolen or used by any other deity in the universe. It is clear that a part of him lives on in all dwarves. The emphasis on materialism is difficult for dwarves to rid themselves of. They feel that if they want a thing they must have it before them, be it a person, object, or experience. Fond memories do not suffice, and sometimes only serve to psychologically torture the dwarf, because he or she may be physically unable to obtain the thing again. Either a dwarf has something or he/she does not.

Lust for treasure motivates dwarfen thieves more so than it does thieves of other races; little do dwarves care what was done to get the item. Because of the unequivocal penalties for stealing from other dwarves, dwarfen thieves base most of their livelihood on stealing from other races (thieves who try to plunder their own people are pursued by the gods). The knowledge that dwarves go through life only once (souls cannot be "recycled" as spirits can be) may also fuel the desire to get all one can out of life before one goes. (Or, as an infamous dwarfen thief once put it, "Ya gotta reach for all the gusto ya can.")

When a dwarf dies, it is considered a dishonor for the body to go unburied. Dwarfen communities bury their dead in great stone vaults after ceremonial cremation, symbolically returning the body to the Forge of Moradin and then to the earth, while the soul is freed to make its journey to the outer planes. The burial of weapons, armor, and magical items with the ashes, as well as gold and jewelry, is not common and is done only for dwarves of great importance.

The long-standing rivalry between dwarves and orcs, goblins, and giants, reflected in the combat skills dwarves have against these types and races of creatures, doubtless points to older rivalries between Moradin and the gods of those non-human creatures. An investigation of theology reveals that hill giants are probably the greatest traditional dwarfen enemies. For use against these huge folk, the clerics of Moradin may manufacture +3 dwarfen thrower warhammers, something no other race can make.

In the DMG there is a comment to the effect that dwarves are more "forward" in their behavior toward females without beards, since dwarfen women tend to be bearded too. This author would like to suggest that this statement be disregarded. It was not clear whether dwarfen females or females of other races are being referred to, and in any case dwarves are not at all prone to mate with others outside their race. Those persons who have had the audacity to ask dwarves whether they like bearded or unbearded women best have usually been given stony stares—or, if the pollster is persistent and obnoxious enough, a firsthand demonstration of the high quality of the dwarfen-made battleaxe and the skill with which one can be wielded. Such information was not meant to be spread about indiscriminately. It may be conjectured that such matters are left to the personal preferences of each dwarf.

The Elven Point of View

Elves are much like humans in physical appearance. They are thinner and somewhat smaller, averaging about 5 feet tall, but not small enough for the size difference to affect the way elves see humans and vice versa. Elves have a tendency, as do all demi-humans, to be generally suspicious of humans. Where they lack the capacity, they may be more willing (perhaps reluctantly) and look up to humans for their capabilities. But elves are the least affected by this feeling, and bear little jealousy towards humans for their abilities. Elves have their own set of special abilities and problems.

The greatest difference between the viewpoint of an elf and that of a human concerns concepts of time. The wispy, lightly built elves have a life span more than ten times as long as humans, averaging 1,200 years with a maximum of 1,600 years or so. Such a timespan is barely comprehensible to humankind; its effects on the elven perspective are profound and far-reaching. Elf player characters can be 100 years older or younger when they start play in the game and can look forward to many years more, barring accident or death in battle. In a typical elven lifespan it is possible for as many as sixty generations of humans to appear and vanish. Whole cities and nations could be founded, expanded, reach a pinnacle, and fade away into degeneration and ruin in that time. Seemingly changeless, the elf would witness all.

Time means nothing to an elf; there is little need for hurry in any project the elf is engaged in. Humans and other demi-humans rush about and vainly set out on adventures and projects that they want to complete before they die. Meanwhile, the good, the better, and the best works to dust. Few things are that important to elves. Aging seems to have little effect physically on an elf's outward appearance; unscathed by the passage of centuries and millennia, elven longevity is intensely envied by most other races who travel in the shadow of mortality. Seeing others' lives pass away around them, and having no such pressure from the presence of death, elves have attained a deep understanding and acceptance of death as a part of life and nature. They don't look forward to it necessarily, but they have no fear of it. This feeling is so deeply ingrained that elves are immune to the paralyzing touch of ghouls, from which it may be deduced that ghouls are somehow able to cause their victims to be overtaken and immobilized by their fears of death. The more powerful undead creatures can paralyzed or cause fear in elves as well as in other beings because those undead have a stronger innate magical power and use different ways to bring their attacks into effect. An elf might not fear death, but one would certainly fear an enraged vampire or lich for the harm or damage it could cause.

Elves are a brave people, but are not given to foolhardiness and the sort of "damn the torpedoes" approach that shorter-lived beings use so often. Caution is appropriate since there is so much to live for and so long to do it in. It may well be that elves are aware that since they do not possess souls but have spirits (see the DEITIES & DEMIGODS book for clarification of these terms) instead, they will be "reborn" after some time, and likely as elves again. Why fear death when you know you are coming back to life anyway?

Their longer lifespans also imbue elves with a tendency to see things in a long-range way. The short-term results of a particular action concern elves little; things are done for what will come about in the distant future. The socialist nation can be founded, expand, reach a pinnacle, and fade away into degeneration and ruin in that time. Seemingly changeless, the elf would witness all.

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Longevity has also granted elvenkind a keen empathy for life and living things. The sense of oneness that elves feel with the forests is a thing beyond our ken. We perhaps also cannot appreciate the richness elves feel in life, and the fellow-feeling they have for other living creatures. Elves cannot be said to truly hate almost any creatures; even orcs are merely regarded with antipathy, for they will soon pass from life—even more quickly than humans do. The all-consuming hate orcs feel for elves is, to the elves, but an annoying problem that can be circumvented with a little patience and a few good arrow shots.

There is only one mortal race that warrants a feeling of true hatred among elvenkind, and, interestingly enough, the hatred is for a variant elven race: the drow. Drow also have long lifespans, and to some extent their mortality mimics that of other high (i.e., sylvan) elves. Yet the drow nature is wholly evil and based upon darkness, things very different from the philosophy of the upperworld elves. Against the drow, other elves show no mercy or quarter. To have any dealings with the evil dark elves is to betray tens of thousands of years of elven unity with life; even evil non-drow elves will more than likely refuse to have anything to do with the drow. If orcs were regarded with this same feeling by elves, they would be much less plentiful than they are today, perhaps extinct.

The empathy elves feel for living things gives them the desire to communicate more with life, and elves have a wide repertory of languages as a result. Sylvan elves, more closely tied to their forests than high or grey elves, learn different tongues, but the language range is just as wide. All elves tend to be much more expressive than humans or other beings, and are more sensitive to changes in emotions in other creatures. This does not necessarily mean that elves are always good listeners or make friends easily; however, they associate primarily with their own race, who appreciate the elven view of life best. Making friends with shorter-lived mortals is difficult, since they know that soon (by elven standards) that friend will die. Their sensitivity to emotions can be used by elves to draw people out and learn from them; elves enjoy secrets and are always seeking them for the joy of learning new knowledge. Perhaps this psychological tendency is related to their ability to detect secret and concealed doors, or perhaps this ability is just a function of living in a society that uses secret doors a lot. This might indicate that while elves seem to know a lot about everyone else, they sometimes don’t know much about each other. Chaotics value their privacy highly. Regardless of racial preferences, elves can make friends from many races. In all likelihood, elves make few generalizations racially, and make judgments on beings on a person-by-person basis. There were such a thing as a chaotic good orc, he or she might find some friends among elvenfolk once the elves got past their initial distrust.

Most elves are basically peaceful and have little or no desire to own things, beyond the desire to have them in order to appreciate their beauty. It is enough for elves to have their long lives; material things are generally of little worth. This might seem contradictory in light of the fact that elves make excellent thieves, but elven thieves are very rare in the business for the profit to be made. They seek the variety and excitement the thieves offers, and care more about how interesting an adventure was rather than what material was gained from it. Well-wrought jewelry is much liked and appreciated for the level of skill required to fashion it; elven thieves prefer jewelry over any treasure but magical items. The amusing insistence of the shorter-lived races on ownership of personal property makes them particularly vulnerable to the average elven thief, who may feel he or she is doing the victims a favor by pointing out, in a blunt way, that nothing lasts forever.

A very self-willed race, elves tend to do very much as they please, paying little attention to social convention. They do not see other beings as superiors or inferiors, even their own leaders. Instead, they feel all beings should have dealings in a direct fashion without a complicated rank structure or hierarchy. This point of view is often expressed in their religion. Elves' ability to move with great silence in natural terrain is another manifestation of the elven talents of sensitivity and awareness.

Elves’ ability to move with great silence in natural terrain is another interesting comment on the elven desire for secrecy on an individual basis. Even speech is soft, lilting, and melodious to the ear; it contains more subtle variations in tone to indicate the speaker’s emotional state, though most races miss them or misinterpret what is being expressed. Most of these delicate tonal changes are meant to be secret from other races—a gain, another comment on elves' love of secrets.

The elven feeling of equality and kinship with all beings is well expressed in their religion. Elves were born of the blood of Corellon Larethian, and thus in some sense are equals to that deity (brothers and sisters, perhaps). Even deities work closely together, with no one designated as an absolute or even partial leader. All the various cults and sects of elven religious life coexist in similar fellowship.

The long-range psychological view elves have of life is mirrored in their physical ability with missile weapons, which requires foresight and accurate depth perception on the part of the archer. Note that Corellon Larethian's longbow never misses its mark. It may be that the elven skill with swords and bows is partially due to their kinship with this deity and the close dependence on a possible.death, which is another manifestation of the elven talents of sensitivity and awareness.

Few children are born to elves, a logical result of having such extended lifetimes. This provides a check on their numbers and makes elves somewhat less than common. Their population tends to remain fairly constant.

Evil elves strive for the destruction of life, rather than the accumulation of treasure at any cost. Banshees (also called groaning spirits), the undead form of evil female elves, are particularly well associated with the bringing of death with their keening. Assassin-class elves commit murder and destruction of life as a matter of routine, and are rather fearless as a result. Fortunately, such beings are quite rare. Evil assassins and half-elf assassins only rarely associate with their own kind, preferring human company. The other elves tend to pick up on too many subtle clues the assassin gives off, thus spoiling the "secret."

Elves are aware of their differences in physical strength, see each other as equals. Elven queens are as particular well associated with the bringing of death with their keening. Assassin-class elves commit murder and destruction of life as a matter of routine, and are rather fearless as a result. Fortunately, such beings are quite rare. Evil assassins and half-elf assassins only rarely associate with their own kind, preferring human company. The other elves tend to pick up on too many subtle clues the assassin gives off, thus spoiling the "secret."

Elven males and females, though they are aware of their differences in physical strength, see each other as equals. Elven queens are as common as elven kings. Corellon Larethian is regarded by some elves as male, by some as female, by some as neither or both. Though female elves do not serve in the armies in any great number (except as unicorn cavalry riders), other areas of elven life are about equally divided between male and female participants. Only actual combat occupations show a definite pro-male ratio, and even then the difference is not as extreme as in (for example) human or dwarven armies.
As a final comment, no other symbol could represent as well the changeless and ever-changing state of elven life as the holy symbol used in the worship of Corellon Larethian: the crescent moon. Always present and always different, looking upon the world year after year, century after century, with the same serene face. Though humans and other people come and go, the elves and the moon remain.

**The Gnomish Point of View**

Gnomes are small demihumans closely related to dwarves. They average about 3'6" in height and weight about 80 pounds; their skin tones range from brown to dark tan to grayish brown, and they have gray or white hair. Gnomish males are bearded but females are not. Though gnomes, people tend to think of gnomes as just smaller dwarves, they have different capabilities and a much different outlook on life, and are certainly worthy of consideration as a race unto themselves. Gnomes are perhaps the rarest of all demihumans, though halflings in some areas are tied with them for the distinction. Only 5% or less of any adventuring types of human or demihuman origin are gnomes. They prefer living in temperate climates in rough and hilly terrain.

Gnomish communities are composed of elaborate underground tunnel complexes much like those dwarves inhabit, and all such communities maintain a network of mines for metals and gemstones. However, gnomish complexes do not go as deep into the earth as dwarven tunnel systems do, and tend to be spread out over a wider area. Though gnomes enjoy their mines and their close association with the earth, they also appreciate the world above ground, and love the beauty of the wilderness and of living creatures.

Gnomes seem to have struck a happy medium between the attitudes of dwarves and elves in this respect. Dwarves seek mastery over their environment, treating it as a thing to be shaped and governed; elves seek union with their elven environments, making themselves at one with nature. Gnomes, splitting the difference, look upon their environment and the creatures within it as separate but equal to them, as friends and helpers. For this reason they have learned to speak with all other burrowing mammals and often have working relationships with local groups of badgers, groundhogs, and so forth for food-gathering and mutual defense. Gnomes sometimes have such creatures as companions; they treat their animal friends as partners and not like pets. Certainly it does not hurt such relationships that gnomes are small enough to see "eye to eye" with these small mammals.

Communities of gnomes are closely knit, and tend to engage in much friendly competition with other such communities. The major trades include jewelry, mining, metalworking (including armor and weapons manufacturing), a minor amount of farming (a skill almost unheard of among dwarves), hunting, and involvement with local military as soldiers and community militia. Trade with other gnomish communities and demihuman villages and towns is brisk, though few gnomes leave their homes to become traveling merchants. In general, humans trade with gnomes less frequently than do elves, halflings, or dwarves, due to some mutual distrust and sensitivity human) races. Gnomes also have a more highly developed sense of taste and smell than other races, and have a keen sense of smell, which they use to great effect in the tracking of other creatures and in the detection of poisons and other harmful substances.

Humor is very important to the gnomish personality. Gnomes go for practical jokes, especially the sorts that are directed against larger creatures and enemies. When directed against other gnomes, these jokes tend to be friendly, with no harm intended. But against humans and other large races (including humanoids), gnomes' humor is more of a weapon, and takes on a darker aspect. A good practical joke played on an enemy (like substituting a necklace of missiles for a necklace of missiles in a half-orc's pocket) will win immense status for the responsible gnome.

Those whom gnomes do not trust are dealt with carefully; they may find themselves perplexed, led around in circles, and kept unsure of just what is going on. The gnomish brand of humor is demoralizing to enemies of the gnomes, who may find themselves constantly subject to booby-traps of every conceivable sort. Humans have found it helpful to develop a manner of humility and respect when passing through a community of these small folk. Those who are earnestly friendly and supportive of gnomes may soon find them to be close friends. Gnomish mercenaries will assist non-gnomes fighting directly for gnomish causes; their service may also be given in other, non-critical (to a gnome) situations, but they won't take things quite as seriously in such instances, and won't necessarily stop their practical jokes (though they will become more friendly and harmless). The lawful good orientation of most gnomes comes from their sense of community spirit and cooperation with one another and other adventuring races. This is due to a more neutered to some extent by a more neutral to some extent by a more neutral, nature-loving concern that includes a tolerance for other alignments and a desire to maintain the balance of nature. Though gnomes may not like chaotic evil beings, there is still the feeling among most gnomes that such creatures are necessary in some way to maintain a balance with other alignments. Neutrally aligned gnomes are not often prone to be closely involved with other races, with the possible exception of sylvan elves and rare communities of tallfolk halflings of neutral alignment.

Perhaps because of their close association with the earth, gnomes are tough when it comes to constitution and related matters. They are resistant to many poisons and magic spells, as with halflings and dwarves, certain magic items (i.e., rings) may malfunction when used by gnomes, because of this resistance. Gnomes are also able to consume large quantities of alcoholic beverages and not be as affected as a human might be; gnomes drink as much as dwarves do, but whereas a drunken dwarf becomes (generally speaking) more obnoxious and gruff, with a tendency to fight everything that moves, a drunken gnome becomes euphoric, laughs at everything, and joyfully insults anyone or anything larger than himself or herself.

Gnomes are rarely on good terms with any evil humanoid race, but their most hated enemies are the kobolds. Both races compete for the same sort of living space and materials, and their deities have long warred with one another. Garl Glittergold (the major gnomish god) once caused Kurtulmak’s most elaborate and richly decorated throne room to develop a structural defect in the ceiling, making it collapse at an untimely moment when the kobold god was entertaining one of the major archdevils. The latter believed the ceiling collapse was an assassination attempt, and in vengeance hung Kurtulmak by his tail over an active volcano for six weeks. The kobold god has since devoted all his energies to the destruction of all gnomes, but his efforts seem to have only made the gnomes tougher on the whole. All in all, it was a grand joke indeed.

Goblins also hate gnomes, though not with the single-minded fury that kobolds have for them. Gnomes, in turn, hate these races to the point where they will attack them in preference to any other race of enemies, and gain a bonus to hit them as well. Because gnomes are small enough to dodge between the legs of larger opponents and evade blows, gnomes, and ogres have a very tough time scoring any hits on them.

The physical senses of gnomes are very well developed. Eyesight is good and includes darkvision out to 60' or so. Gnomes have sensitive hearing and their communities are unusually quiet compared to those of other races as a result. Some gnomes prefer walking some distance ahead of groups of noisier (usually meaning human) races. Gnomes also have a more highly developed sense of taste and smell than other races, and have larger noses that some people find quite amusing.

Gnomes go adventuring for various reasons; many such adventurers are multiclassed. Gnomes are able to learn the skills of the bard, cleric, druid, fighter, paladin, ranger, magic-user, illusionist, thief and assassin and are better able to mix classes than either dwarves or halflings.

Gnomish thieves and illusionists, for obvious reasons, are especially able to use their talents to pull jokes on other beings. The feeling that gnomes have been slighted by many other races without cause (a claim not without substantial evidence) makes the fighting and thieving lives most attractive, as a way of evening up the imbalance. Assassins are motivated by a similar "get 'em back" philosophy, and enjoy taking vengeance on their enemies with macabre humor. Illusionist gnomes are rare, but highly respected in their home communities for their powers; learning illusionist powers takes a great deal of time and practice compared to learning fighting skills or thieving. Gnomish adventurers of any sort often think of themselves as Gnomish adventurers of any sort often think of themselves as
favorsably as “giant killers” (“giant” here meaning anything larger than 5 feet tall).

Aside from elves, gnomes are the longest-lived race among humans and demihumans, reaching a maximum age of over 750 years. As with the elfen folk, this has to some extent changed the gnomes’ concept of time. Gnomes are not usually prone to hurry with tasks, and are good at making up a variety of amusements with which to occupy their time. Joke-playing and other humor is very useful in this respect. Gem and metal crafts take up much of a gnome’s time in later life when adventuring begins to pale, and community service is a popular option. Mining, of course, can be done at any age, and frequently is.

As a race, gnomes are quite adaptable. Though they do not particularly like the sea or other large bodies of water, they are more willing than dwarves to live in such areas. Undersea communities of gnomes, with tunnels leading from great air-filled cavens beneath the waves to rockier ground on the shore, have been reported. These complexes would be extremely rare, since most gnomes do not know how to swim. Other colonies of gnomes have been reported in arctic areas, clustered near geothermal springs or places with mild volcanic activity.

Recently, a purely subterranean subspecies of gnomes was discovered; known as “deep gnomes” (see AD&D™ Module D2, The Shrine of the Kuo-Toa), these beings are on close terms with many sorts of earth elementals, just as surface gnomes associate with burrowing mammals. They possess an innate magic resistance and spells of illusion; their language is a modified form of the surface gnome tongue. Gnomes seem to be turning up in the most unexpected places — perhaps their way of having a little joke on all the other races.

The gnomish personality is well represented by their chief deity, Garl Glittergold. Garl is mischievous, courageous, witty, and strongly drawn to the adventuring life. His great axe is actually his companion; Anumina is quite intelligent, and has the power to cut stone and heal Garl as desired. It is interesting to compare Anumina (as Garl’s companion) to Moradin’s hammer (which is non-intelligent and his personal tool) and to Corellon Larethian’s sword (which is an extension of the elven god, virtually a part of him). Gnomes have a number of other gods, but Garl is the best representative of gnomes as a whole. His ever-changing gemstone eyes seem to fit well into his unpredictable (though still lawful) nature.

Like dwarves, gnomes have a distinct sexual imbalance in numbers (two males for every female), and this does have an effect on their society. Gnomes, however, do not have the rigid sexual and marital mores dwarves have. Expressions of love and caring are shown more freely, and courting is a popular pastime among gnomes. Since most gnomes do not marry early in life, this means very long courtships, some lasting several hundred years (making for some particularly amusing tales and jokes).

Those males who choose not to be married become more immersed in their crafts, and develop close, non-sexual relationships with friends who are either other male gnomes, humans or demihumans of either sex, or animals. These relationships are looked upon by married and unmarried gnomes alike as being as valuable and important as a marriage relationship, though humans and other races might be hard pressed to see things that way. Gnomes will go to great lengths to aid those they become attached to, and will feel a strong sense of responsibility for them.

The Half-Elven Point of View

Half-elves, the children of human-elf unions, are not in themselves a true race. Such individuals are found throughout human and elven societies, though not in any great numbers.

In appearance half-elves, male and female, tend to stand apart from their contemporaries of either race. They are larger than elves and smaller than humans, with the coordination and mental sharpness of the former and the physical might and toughness of the latter. Their facial features (ears in particular) tend to carry a strong elvish influence, though hair color, skin color and texture, and eye color are largely derived from the human parent. Despite these differences, most half-elves see themselves as gifted and not “stranger.” They are proud of their heritage and their abilities, and are widely accepted in most societies. If there were ever people who could make a claim to having the best of two worlds, half-elves would be the ones.

Even the inner nature of the half-elves shows a confluence of human and elven elements. A strong love of natural beauty and the outdoors is usually picked up from the elven parent, along with a strong hint of chaotic variability. Whereas elves are by comparison rather clannish and avoid contact with non-elfen races, half-elves are very outgoing and make friends easily, perhaps a result of mixing the affinity elves feel for all living creatures with the adaptability of humans. Half-elves appear very versatile, and manage to fit into a fairly wide range of social environments. They may be of any character class and have as much capability for magic as either humans or elves have (though their love of magic does not approach that of the elven people).

The most profitable career that some half-elves may turn to is, of course, thieving, in which they are marginally better overall than even humans due to their heightened senses and ability to find secret or hidden doors. Half-elves also make very good assassins, being able to pass through elven or human society and disguise themselves as members of either race. Only humans and half-elves have enough taste for such a career so as to do better at assassin-style killing than half-elves.

Though long-lived, half-elves are not extraordinarily so. They tend to share the faster-paced human view of time than the all-the-time-in-the-world elven view. Still, with an average lifespan of 250 years, they tend to feel that they need not rush to do most things. They do seem to try to keep fairly active, and many half-elves are drawn to a vagabond, adventuring sort of life. Perhaps many of them feel some degree of separateness from the lives of humans and elves, not completely at home in either case even if otherwise welcome. Individually, half-elves are quite varied in personality. Some have more elven traits than human, and manage to achieve a reasonable balance between the two ways of seeing things, mixing a deep respect for nature and life with the generally human desire to build and alter the environment, and interact with other peoples on a more frequent basis.

In religious matters, half-elves may adopt either human or elven deities; there doesn’t seem to be any particular preference in either direction, though the society in which the half-elf was raised is usually the determining factor. Most people think of half-elves only in terms of those who are the first-generation descendants of humans and elves; yet, such half-elves are fertile, and may have children by other humans, elves, or half-elves. Second-generation and further descendants will possess more of the characteristics of whichever bloodline is predominant. It is not unusual for otherwise normal humans on rare occasion to have twilight vision or pointed ears, or a light build, to remind them of an elven ancestor; in a similar manner, there are elves who may have reduced resistance to sleep and charm spells, or a broader build, passed on by a human ancestor.

It is interesting to note that humans are apparently not the only beings that elves can intermix with. Tallfellow halflings bear distinct resemblances to their elven neighbors, for good reason. Since halflings are closely related to humans in many respects, this is not surprising. Half-elves of other racial mixtures are virtually unknown. Elves and orcs cannot interbreed, which is interesting since both races can breed with humanity.
The Halfling Point of View

The smallest and physically weakest of all the demihuman races are halflings, so named because they are almost exactly one-half the size of humans. Male halflings average 3' in height and females slightly less; they all weigh between 50-60 lbs, and they look much like small humans. In fact, evidence suggests that halflings are more closely related to humans than any other demihuman race.

Most humans tend to see halflings as child-like, basically happy, naive, and hungry most of the time. Some of these observations may be correct, but the whole impression is still rather superficial. How do halflings see themselves and the rest of the world? How do they see us?

One of the key words in halfling society is security. The world, from their viewpoint, is both helpful and hostile, and it’s the hostile part that concerns them. The average halfling has a strength rating of about 8, weaker even than an average kobold. Direct hand-to-hand combat with an opponent of almost any sort can easily be a losing proposition due to this physical weakness, along with the halfling’s height disadvantage (against most creatures).

These facts profoundly affect halflings’ lifestyles and the structure of their community. Halfling fighters, despite their disadvantages, are still quite common in any such community. They function in an almost entirely defensive role, generally unwilling to travel with large armies off to war except in the most urgent circumstances. Halfling fighters also serve as the local police or sheriff’s department, keeping the peace among their fellows and among the non-halfling travelers who pass through town.

Halfling fighters are known to go adventuring, but they rarely go very far and are prone to retire quickly soon after they reach their highest level of ability. Then they may become involved in the local militia or government, devoting the rest of their lives to community service (for which they are much appreciated).

Halfling clergy, either druids or normal clerics, almost never go adventuring unless it is a matter of great importance to the halfling people. Their primary function is to help maintain the security of the halfling community to the best of their abilities, and their most common prayers are for the continued support of their deities in keeping their homes safe and their lives untroubled.

The normal members of the halfling community generally believe in an orderly, cooperative system of working together to ensure the continued stability of their society. Individuals who break the rules are scolded and punished for “rocking the boat,” and it is impressed upon them that their activities are endangering not only themselves but their neighbors as well. “Safety in numbers” is the moral of many of the children’s stories halfling youngsters hear. This outlook tends to discourage notions of going adventuring in all but the most courageous — or foolhardy.

It is an interesting contradiction of their society that, while halfling adventurers and heroes who leave the community for long periods of time are much revered, they are also seen as being outside the bounds of “normal” halfling behavior. No parent tells a child to grow up and be like Uncle Boffo, who killed a worg singlehandedly and saved his friends from death by backstabbing a ghoul. “Uncle Boffo is not like us regular halflings,” mother would say instead. “We’re awful glad he’s around, but still it was foolish of him to go adventuring like that when he knows he could get hurt or lost. We’re safer staying here at home.”

The negative consequences of this insistence upon security are readily apparent. The average halfling is reluctant to take action in unexpected situations without looking for a consensus among other halflings of what would be the best thing to do. Thus, halflings tend to appear shy, fearful, and overcautious when on their own for the first time. Their society appears stagnated in the eyes of other races, and they tend to close themselves off from the rest of the world.

Halfling life, while it seems to suit them well, can be described at worst as clannish and on the boring side. Yet there is a great strength in this lifestyle, too. Once motivated by a leader-type toward some course of community action, halflings en masse can be powerfully effective in dealing with invaders, disasters, or other such problems. Oppressors can be overthrown almost before they are even aware there is a rebellion afoot, due to the halflings’ speed and the intense cooperation halflings demonstrate in a group of their fellows. On more than one occasion, brigands who had previously raided a halfling community have been completely wiped out on their second raid, because they overestimated their abilities against such apparently weak folk.

How is this possible? This ability is largely due to the halflings’ sense of organization and willingness to work together. At least as much of a factor is that halflings, more than any other race except elves, are natural-born guerrilla fighters. This is not to say they practice warfare a great deal — they don’t. But halflings can conceal themselves in natural terrain so well as to become effectively invisible. Their feet (usually noticeable only because they are hairy) are thick-soled and well adapted for silent movement.

Most helpful of all in many ways is their skill with missile weapons. Short people of any race, unless they are very strong, are at a disadvantage in hand-to-hand combat. The best they can hope for is to kill an opponent before the enemy gets within striking distance; this is where bows, arrows, and slings fill the bill. Halflings have practiced long and hard with thrown weapons and sling for this very reason, as well as using them for hunting and sport. Halflings have exceptional natural dexterity as well. All this combines to make them highly accurate with ranged weapons.

Imagine, then, the effectiveness of a group of thirty halflings, wearing only leather armor and equipped with short bows, hiding in a woods by a roadside, awaiting the passage of a robber gang who cannot see or hear them. Bows are very quiet, and pinpointing the location of a bow-sniper in a forest is hard enough without having to locate a sniper who can effectively disappear in the same environment. And halflings do not shoot to wound. They have trouble taking prisoners, for the same reasons they aren’t good at close combat.

One of the things a small person can do to protect himself is to ally himself with a bigger person, even if that bigger person isn’t the most likable sort of guy. Halflings seem to make such alliances on a larger scale than other races. It is very unusual to find a halfling community located more than a couple hours’ ride at most from either a dwarven, elven, or human town.

Depending on the makeup of the nearest town(s), the population of a halfling community will include varieties of halflings that resemble their non-halfling neighbors. Hairfeet live near men and reside in small cottages. Tallfellows live in forests (some in hollow trees) like elves and are more lithe and elven in appearance. Stouts are shorter than hairfeet and live in caves and tunnel complexes.

Some of these similarities are probably due to imitation and the effects of the environment. However, there is always the possibility of an occasional cross-marriage and subsequent mixing of the gene pool. Cross-racial marriages are quite rare in halfling society, but have been known to occur. Very little is said or heard about them, though.

Most halfling towns are set in temperate hills and plains. The dwellings themselves tend to vary as described above, but are usually a curious mixture of above-ground cottages and hillside burrows and tunnels. Individual homes are outfitted for comfort and a restful atmosphere; greens and yellows are much used in interior color. Large spaces are set aside for outdoor gatherings like parties, community meetings, and sports events. Gardens are common, and halflings are prone to outfit their homes with odd bits of natural decoration: rocks, minerals, plants, bark.

Everything about halfling society contributes to the feeling of closeness and safety. Even maps of halfling manufacture rarely
describe areas external to the community, other than noting (on the margin, in small print) that to the northeast is "where all the humans live," or that "the mountains are said to be in this direction," and so on. Halfling communities located near dangerous areas are often honeycombed with subsurface tunnels and ambush points, should invasion occur, and the lands around are heavily scouted by missile-armed patrols; ambush points are likely to be maintained as well.

Despite their misgivings about the "bigger folks," halflings are generally open and conversational with others. They have good relations with other races, though the bigger people are seen with some suspicion, Halflings in general do not bear hatred for any race and are prone to accept even the normally unacceptable sorts like half-orcs into their community (though everyone will be watching, of course). Halflings are usually trusting and honest, though they also enjoy pranks and may become evasive if uneasy with their company.

With all the things working to discourage a halfling from ever becoming an adventurer, one wonders why some do anyway. Every society, no matter how closely knit, will have some rebels, those who don’t fit smoothly into the usual Scheme of Things. Many halfling adventurers (particularly thieves and fighter/thieves) are from this sort of background. They grow tired of the unchanging nature of their life at home and set off seeking a little excitement. Nearly all halfling adventurers start out with naive attitudes and high expectations of how things are going to turn out; subsequently, some fall prey to the multitude of subtler dangers one meets in the adventuring life. Yet even then, these halflings see their troubles as a fair price to pay. Going adventuring is a sort of protest against comfort, a reaction to having things come too easily. Certainly these adventurers aren’t rejecting all comforts (some have been known to bring their pillows with them in case they were unable to find a bed). Adventuring is a dare to halflings, a calculated risk. It makes the adventurer more acutely aware of his or her own limitations and capabilities, and, in the words of one halfling, "It makes you feel more alive." Halfling adventurers of any class almost never travel alone, and prefer going in a large group with a lot of non-halflings in it. (Any being who is not a halfling is automatically seen as capable and experienced in adventuring.)

Because of their natural abilities to move silently and hide, most halflings desire to take up a profession that makes the best use of these talents. Being a fighter has the drawback of putting the halfling in frequent close-combat situations (the disadvantages of which have been noted before). But being a thief, or a combination fighter and thief, is another matter entirely. Now, it should be noted that halflings as a whole are law-abiding and honest. They don’t make a living picking one another’s pockets, or filching gems from treasure rooms. Thieves, however, aren’t supposed to get into direct combat. They are supposed to move silently, hide a lot, and make moves unseen by their opponents. Thieves learn to open locks (fueling a halfling’s normally irrepressible curiosity about what is going on behind locked doors). As for stealing, well, that can be rationalized as borrowing, or taking things that someone has too many of and won’t miss anyway, and besides, it would be nice to have that ring.

Halflings make excellent thieves. They almost never admit to being of that profession, though. Halfling thieves describe themselves most often as simply "adventurers" or "scouts." One diminutive miss, a Halfling who adventure for a long time often undergo a subtle change in the way they view their home community. They become mildly acute critics of the stifling aspects of halfling society, exceedingly aware of the stagnant atmosphere, the extreme concern with safety, the closed-mindedness that permeates halflings’ lives.

Yet they, the adventurers, are also among the most vigorous defenders of their home towns. After a long period of hazardous journeying, after seeing the innumerable horrors lurking in the outside world, the quiet and security of a halfling community is a wonderful relief indeed. "There have been times," said one returned adventurer, "when I wished a demon or two would come through town and make things interesting. I was so bored. But then, if I really want to see demons, I can go to a dungeon. It’s better that things stay quiet here at home even if it is a little dull."

Halfling religion mirrors the race’s preoccupation with security. Yondalla, the most powerful and widely worshipped halfling deity, is usually known as the "Protector" who serves as a guardian against evil forces. She is able to hide her worshipers with illusions, usually making them invisible or disguising them as natural foliage. Yondalla’s symbol is appropriate, too: the shield, representing defensive power and security. Her holy day is called "Safeday." Yondalla is also the "Provider," an aspect perhaps related to the halfling love for comfort.

Yondalla uses a variety of magical weapons in the defense of her people, but none of them are particularly important in the ceremonies for her worship, or even in the tales in which they appear. It was Yondalla, by the way, who gifted halflings with their resistance to magic and poison, to protect them even further from the ravages of the world.

The smallest of all the demi-humans, then, is a race that at first glance should have been quickly overwhelmed by the great cruel world long ago. It wasn’t, though, and halflings continue to thrive in close cooperation with the other demi-human and human races.

Though halflings maintain a low-key existence, individuals arise with surprising regularity to considerable heights of fame (or infamy) as thieves; as such, they will continue to remind the rest of the world that the halflings are still here — with each purse stolen, each treasure chest broken into, and each pocket picked.

The Half-Orcish Point of View

Half-orcs, as everyone knows, are what you get when you cross orcs and humans. They are not uncommon in the world of the AD&D™ game, and they do not enjoy good reputations among most populations. One well-known authority describes most half-orcs as “rude, crude, crass, and generally obnoxious.”

Why do half-orcs seem to turn out this way? What makes them tick? To better understand half-orcs, one needs to understand the non-human aspect of their nature. Orcs are probably the most common sort of humanoid creatures. They vary widely in physical appearance, but generally seem to retain a vaguely human look, tinged with a hint of something . . . else.

In nearly all orcish societies, the social philosophy is the same. Orcs are the ultimate social Darwinists; only the strong and the clever survive, and the strongest and cleverest orcs are the ones who manage to reach the upper social levels of their cultures. Orcs have no respect for those weaker than themselves, and are quick to step-and-fetch for those stronger than they. They distrust all overtures of friendship and love, seeing these as a cover for other, baser intentions; if they discover feelings of friendship to be quite genuine, they immediately attempt to manipulate events to take the best advantage of them and gain the upper hand.

Orcs are like this because of the influence of their deities (discussed later in this tome) and because of their own past. Sages have uncovered much evidence showing that orcs developed in regions generally hostile to life; survival was difficult, and only if a group worked closely together could it hope to collect enough food to get even a part of its numbers through the year. While the group would have to work together to collect food, distributing it was another
matter. The strongest orcs got the most food, and the weakest ones got none at all. (They were probably going to die anyway, right?)

The very toughest orcs managed to receive more than just the bare minimum of nourishment, enough to make life more comfortable for them and give them a certain degree of personal security. This also gave them the chance to explore more intellectual occupations than food-gathering, like figuring out how to get more food and living space. The easiest opportunity to be realized was to take food and/or living space away from other folks, and these other folks were usually other orcs. Intertribal competition became fierce, and over the centuries many of these conflicts have "evolved" into what seem to be eternal states of war between various tribes.

Orcs are nocturnal by nature. They prefer to catch prey when it is asleep and less able to escape. Orcs have done this for so long they've developed darkvision. The development of darkvision was assisted by the orcish habit of living in caves for protection. Orcs tend to live in wilderness areas where the sky is heavily overcast and direct sunlight is non-existent or rare at best. In magical universes such regions are frequently found, their twilight perpetually maintained by the forces of magic cast by mortals or gods. In these places orcs will be much more active than is customary in the daytime, even to the point of conducting raids and hunting, but it is at night when orcs really become dangerous.

Though such lives of hard work and danger have made most orcs rather strong and tough constitutionally, the race has a short lifespan. A 40-year-old orc has reached the virtual end of its natural life; the average orc lives for 12 to 26 years. As might be expected, orcs have a very high rate of reproduction, but their infant mortality rate is quite high, too. Barely one orcish child in three will see adulthood, and fewer still will see old age.

None of this is any surprise to non-orcs who have made even the briefest study of the race. But what shocks the casual observer is the degree of acceptance, even preference, orcs express for this situation. "How could we feed so many hungry little mouths?"

It is one orc's way to react to the curse of the immediate present of brats and some of them die, so what? They were the weakest . . . the strongest ones will live and work for you, make you proud of your strength. Who wants weak sons? Your enemies will kill you in your sleep if they see you are protected by weaklings."

As can be inferred from the above comments, orcs prefer male children. Though females are born only slightly less often than males, much fewer of the females survive to adulthood. Other demihuman races with sexual imbalances have that property because of natural reasons: orcs (and certain other humanoids as well), however, are more likely to practice selective infanticide, or otherwise forcibly adjust the ratio of males to females. The emphasis in orcish society is on fighting ability to gain status and well-being; since they have less muscle than males, females generally lose out. Orcs believe that the only value female orcs have is in bearing children (as many as possible) and keeping the cave clean.

Orcish religion is interesting, too, because of the great extent to which the orcs' way of life mirrors the tenets of the religion they follow. By and large, orcs do not well appreciate the consequences of their actions beyond the immediate present (a byproduct of their low wisdom). What they do, they do for the here and now, occasionally with some (but not much) consideration for the future. This is probably due to the necessities of their harsh life; one does not have time to think of the future when one must worry about just getting through today. For orcs, however, this reasoning applies even when times are comparatively good and food is plentiful. They continue to worry primarily about now, not later.

This attitude is reinforced in their religious ceremonies; no mention is made of the future beyond the statement, oft repeated, that orcs shall rule the world someday. It is interesting to note that Gruumsh, the major orcish deity, is one-eyed; this means he has a narrow field of vision and no depth perception at all. Many tales about Gruumsh reveal that, indeed, he too appears prone to act first and think about it later. When he meets another godling who appears to fail to notice him, or to give him proper respect, he doesn't ask why; he attacks.

When Gruumsh's moronic (and two-eyed) son Bahgtru stubs his toe on a huge rock, Gruumsh curses the rock and tries to wrestle it. After breaking it into small pieces with Bahgtru's help, he proclaims a victory over the forces of nature. Never mind that he and Bahgtru had their feet cut by rock fragments, or that they are so tired from breaking the rock that they have trouble later fighting giants. The point had to be made, then and there. While Gruumsh will usually act with some forethought and planning, his rage is easily ignited, and it inevitably clouds his judgment. With only one eye, he has but one view of the world: his own. Orcish shamans and half-orc clerics imitate Gruumsh by plucking out one of their eyes, hoping to gain Gruumsh's perspective.

With a background like this, it is hardly surprising that half-orcs are as they are. Produced under questionable circumstances at best, half-orcs will usually retain some properties of both species, human and orc, wherever they are raised. Those brought up in orcish society (the male ones, at least) will be immersed in the previously described orcish social philosophy. Though orcs have some degree of dislike for "half-humans" among them, they are also aware that such beings generally possess more adaptability and cunning than a full orc, and have the potential to be stronger than the average orc.

Unless rivalry between the half-orc and his peers ends his life at an early age, the half-orc will usually achieve a quite respectable position of power and influence in his tribe. Aware that he is not a full orc, the half-orc will probably feel much superior to orcs and assume added arrogance and pride—thus successfully mixing the worst of human qualities with the "best" of the orcish. These sorts of leaders are exceptionally dangerous, possessing enough foresight and intelligence to lead their tribes on much more widespread raiding, banditry, and wamaking than is usual for orc bands.

Life is not all rosy for this type of leader, of course; ravines, jealousies, and intrigues will probably continue within the tribe against him until the half-orc is either driven to custom the curse of infanticide to his own child or too old to do so. In any case, the orcs with whom he deals will resent his presence. Life is more difficult for the half-orc in human society, where he is more likely to be ostracized, scorned—sometimes killed—by other orcs and anything with orcish ancestry; half-orcs will find themselves the objects of prejudice in most human communities.

Many half-orcs react to the local expectations of them in predictable ways (incidentally reinforcing those expectations). In other words, treat a half-orc as if it were dangerous and bad, and it will probably become dangerous and bad if it wasn't already. Yet there have been examples of neutral-aligned half-orcs and even a few of good nature; most of these retain an unnatural (to many humans) affinity for lawfulness and obedience, but are otherwise acceptable company. Half-orcs raised in a human community are very unlikely to be able to speak orcish unless they have had formal study in it.

Half-orcs have a variety of careers open to them, in whatever society they inhabit. Obviously, and most commonly, they make good fighters; orcish tradition strongly emphasizes personal combat and physical strength.

Half-orcs are fairly good at thieving and banditry, but suffer from relatively poor intellects and have some difficulty in applying themselves constantly to improving their skills. Half-orc thieves generally steal for the same reasons as anyone else does, but tend to feel that they are especially justified in what they do by one of their
laws of survival: he who cannot hold onto what he has, does not deserve it. They regard their actions as necessary for their own existence, dealing because they have to, not just because they want to.

The assassin’s skills, by contrast, come most readily to the half-orc. By virtue of their casual regard for the lives of others, even of their own kind, the art of killing has a certain appeal to those with orcish blood. Half-orc assassins often come to believe their actions are for the benefit of the world in general; they are cutting out the unfit in the most direct way possible, which brings out another of the orcish laws of survival: if something can be easily killed, it did not deserve to live. Who can resist the urge to be the one who wields the scythe, who decides the fates of others, who has the power of Almighty death in his hands? With their preference for a retinue of underlings, half-orc assassins can create powerful guilds to support them, and may end up spreading their influence into many a court or government.

Half-ors who become clerics will usually combine their clerical practices with another career, most commonly as a fighter or assassin. Half-orc cleric/assassin types are invariably death-worshippers, and strive to put themselves in better favor with their awful gods by personally bringing death to as many beings as possible, within their religion and outside it.

Orcs and half-orcs generally dislike and avoid beings larger than themselves, unless (as in the case of ogres) the orcs feel they can manipulate them sufficiently, with promises of shared treasure and food, to make them useful to the orcish community as guards and/or heavy infantry. Orcs and half-ors dislike smaller humanoid because they are inevitably weaker, and these races are usually employed only as slaves. Goblins, who are only marginally weaker than orcs and can hold their own against them at least some of the time, are afforded more tolerance than other small humanoids.

But it is not other humanoids that orcs hate worst of all — it is other orcish tribes. The roots of hatred run deep between conflicting tribes; the original cause of friction, if there was one, has long since been lost to antiquity. Intertribal conflicts are maintained by religious bigotries; each tribe worships a particular orcish patron god with interests that (naturally!) conflict with those of other deities. Even so, all tribes usually pay some homage to Gruumsh, the king of the orcish gods.

Another question concerning orcish and half-orcish personality should be addressed: Why do orcs hate elves so much? Superficial examination of the question reveals little overt cause; orcs and elves do not frequently compete for the same living space or for the same foods. But a slightly deeper examination shows that in terms of personality, probably no two races could be further apart. For example: Elves are able to see many sides of a problem; orcs see but one. Elves carefully examine the long-range consequences of an action, usually before undertaking it, while orcs could care less for anything but the present. Elves are very long-lived, while orcs have one of the shortest lifespans among the humanoid races.

That list could be longer, contrasting many other aspects of the races’ lifestyles, but a point has been developed. Orcs and elves are opposites in nearly every way, and orcs resent the advantages elves have, especially their long lifespan. While elves do not particularly like orcs, they think of them as a short-term problem not worthy of prolonged consideration. Orcs, on the other hand, are consumed with hatred for elves, and will slay them out of hand whenever the opportunity presents itself.

Orcish mythology has several tales of battles between elven and orcish deities. The most famous one occurs between Gruumsh and Corellon Larethian, the chief elven deity. The story goes like this: Gruumsh ambushes Corellon in hopes of slaying him and drinking his blood, so as to inherit his special powers; Gruumsh fails, of course, through his own short-sightedness, and Corellon shoots an arrow at Gruumsh’s eye.

Though the arrow failed to blind Gruumsh, apparently it was not intended to. Even stories of the same event (much briefer than the tedious orcish versions) say that Corellon meant the arrow as a warning to Gruumsh of his vulnerability - a hint that it would only take the loss of his eye to break Gruumsh’s power as a god, and that some being might be capable of bringing this about if he were not more careful. Though Gruumsh rails and curses the elven gods in many later stories, he never again tries to directly assault them, and spends his fury on mortal elves instead. Obviously, he took the hint.

In summary, half-ors are often bound to take on some of the less desirable characteristics of their orcish parents, especially if they are raised in an orc tribe. Half-ors are generally tough, respectful of power, and seek to have power themselves. They tend to measure one another by the number and quality of their followers, and they prefer to work within a group setting rather than on their own.

Like orcs, half-ors often act before thinking about the results of their deeds, and appear somewhat stupid to other more foresighted individuals because of this. They dislike the weak, follow the strong, and quarrel with their equals. Again, this is not true of all half-ors.

But at least a vestige of these characteristics is present in nearly everyone, regardless of their individual makeup.
NEW CLASS ABILITY: CLERICAL MYTHOI (Optional)

Cleric Mythoi

In the simplest version of the AD&D game, clerics serve religions that can be generally described as "good", "neutral", or "evil." Nothing more needs to be said about it; the game will play perfectly well at this level. However, a DM who has taken the time to create a detailed campaign world has often spent some of that time devising elaborate pantheons, either unique creations or adaptations from history or literature. If the option is open (and only your DM can decide), you may want your character to adhere to a particular mythos, taking advantage of the detail and color your DM has provided. If your character follows a particular mythos, expect him to have abilities, spells, and restrictions different from the generic cleric. Priesthood in any mythos are defined in four categories: requirements, favored weapons, granted powers, and ethos.

REQUIREMENTS

Before a character can become a cleric of a particular mythos, certain requirements must be met. These usually involve the selection of a particular prime ability score, in addition to wisdom, and alignment restrictions. All clerics, regardless of mythos, must have wisdom scores of at least 9. Beyond this, your DM can set other requirements as needed.

A god of battle, for example, should require strong, healthy clerics. One whose sphere is art and beauty should have charisma as a prime ability score. Most deities demand a specific type of behavior from their followers, and this will dictate alignment choices.

FAVORED WEAPONS

Not all mythoi are opposed to the shedding of blood. Indeed, some require their clerics to use swords, spears, or other specific weapons. A war deity might allow his clerics to fight with spears or swords. An agricultural deity might emphasize weapons derived from farm implements — sickles and flails, for example. A deity of peace and harmony might grant only the simplest and least harmful weapons — perhaps only bare hands and nets. Given below are some suggested weapons, but many more are possible (the DM always has the final word in this matter). All clerics should be proficient in the use of daggers.

<table>
<thead>
<tr>
<th>Deity</th>
<th>Favored Weapon Suggestions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Agriculture</td>
<td>Flail (any), sickle, scythe</td>
</tr>
<tr>
<td>Air, wind</td>
<td>Bow (any), javelin, scimitar, spear (any)</td>
</tr>
<tr>
<td>Animals</td>
<td>Bow (any), net, spear (any)</td>
</tr>
<tr>
<td>Arts</td>
<td>Quarterstaff</td>
</tr>
<tr>
<td>Chaos, discord</td>
<td>Flail (any), scourage, sling, whip</td>
</tr>
<tr>
<td>Darkness</td>
<td>Garrote, sap, shortsword</td>
</tr>
<tr>
<td>Death</td>
<td>Quarterstaff, sickle, scythe</td>
</tr>
<tr>
<td>Disease</td>
<td>Scourage, unarmmed, whip</td>
</tr>
<tr>
<td>Earth</td>
<td>Pick (any), sling</td>
</tr>
<tr>
<td>Fire</td>
<td>Scourage, shortsword, whip</td>
</tr>
<tr>
<td>Forests, wilderness</td>
<td>Spear (any), quarterstaff</td>
</tr>
<tr>
<td>Healing</td>
<td>Net, quarterstaff</td>
</tr>
<tr>
<td>Heath</td>
<td>Quarterstaff</td>
</tr>
<tr>
<td>Hunt</td>
<td>Bow (any), javelin, sling, spear (any)</td>
</tr>
<tr>
<td>Industry</td>
<td>Throwing hammer, quarterstaff</td>
</tr>
<tr>
<td>Knowledge</td>
<td>Quarterstaff</td>
</tr>
<tr>
<td>Law</td>
<td>Longsword, mace (any), spear</td>
</tr>
<tr>
<td>Light</td>
<td>Momingstar, longsword</td>
</tr>
<tr>
<td>Luck</td>
<td>Dart, shortsword</td>
</tr>
<tr>
<td>Love, beauty</td>
<td>Bow (any), dart, net</td>
</tr>
<tr>
<td>Magic</td>
<td>Quarterstaff</td>
</tr>
<tr>
<td>Mischief</td>
<td>Club</td>
</tr>
<tr>
<td>Moon</td>
<td>Scimitar, sickle</td>
</tr>
<tr>
<td>Peace</td>
<td>Net, unarmmed, quarterstaff</td>
</tr>
<tr>
<td>Smithing</td>
<td>Throwing hammer, warhammer</td>
</tr>
<tr>
<td>Strength</td>
<td>Club, gauntlet (any), unarmmed, warhammer</td>
</tr>
<tr>
<td>Storms</td>
<td>Javelin, spear, throwing hammer</td>
</tr>
<tr>
<td>Sun</td>
<td>Bow (any), javelin, shortsword</td>
</tr>
<tr>
<td>Time</td>
<td>Longsword, quarterstaff</td>
</tr>
<tr>
<td>Travel</td>
<td>Quarterstaff</td>
</tr>
<tr>
<td>War</td>
<td>Battleaxe, longsword, spear, warhammer</td>
</tr>
<tr>
<td>Water, oceans</td>
<td>Net, spear, trident</td>
</tr>
</tbody>
</table>

Of course there are many other reasons a deity might be associated with a particular weapon or group of weapons. These are often cultural, reflecting the weapons used by the people of the area. There may be a particular legend associated with the deity, tying it to some powerful artifact weapon (Thor's hammer, for example). The DM has the final choice in all situations.

GRANTED POWERS

Agriculture: Priests of agricultural gods must take profession (farmer) as a background skill. They add the following spells to their repertoire:

- Level 1: Goodberry
- Level 2: Detect animals or plants
- Level 3: Plant growth
- Level 6: Move earth

Air, wind: Clerics of wind and air gods gain additional air spells but lose access to earth spells. They may not wear heavy armor. Add the following spells to the cleric’s spell list:

- Level 1: Feather fall
- Level 2: Gust of wind
- Level 3: Wall of wind
- Level 5: Control winds
- Level 7: Wind walk
- Level 8: Whirlwind
- Level 9: Elemental swarm

Remove the following spells from the cleric’s spell list:

- Level 1: Magic stone
- Level 3: Meld into stone
- Level 7: Stone tell
- Level 8: Earthquake

They may not conjure earth elementals, nor may they create clay golems. Air elementals conjured by these clerics gain 2 additional hit points per hit die.

Animals: Clerics of this domain add the following spells to their spell list:

- Level 1: Calm animals
- Level 2: Charm person or mammal
- Level 3: Dominate animal
- Level 4: Animal summoning I
- Level 5: Animal summoning II
- Level 6: Animal summoning III

They must choose profession (animal handler) or knowledge (nature) skill as one of their background skills at 1st level. In place of raise dead, clerics of this domain gain reincarnation. They are restricted to the use of light armor but may use any shield.

Arts: Clerics of this domain worship the gods of artistic inspiration and the performing arts. They must choose a performance skill as one of their background skills and gain an additional performance skill at levels 5, 10, and 15. They add the following spells to their spell list:

- Level 0: Presidigitation
- Level 1: Charm person
- Level 2: Tasha’s hideous laughter
- Level 3: Suggestion
- Level 4: Charm monster
- Level 7: Charm plants
- Level 8: Otto’s irresistible dance
- Level 9: Mass charm

All clerics of this domain are limited to the use of light armor and small shields.

Chaos: Priests of chaos are immune to insanity and confusion spells and spell effects. They add the following spells to their spell list:

- Level 4: Confusion
- Level 7: Insanity

They may never work to restore a creature’s sanity by any means.
**Darkness**: Servants of darkness are skilled at blending into the shadows, gaining a +2 bonus to all dexterity checks made to hide or move silently. At 5th level they gain the ability to sneak attack for double damage. The damage dealt by their sneak attacks never increases. They may only wear light armor and use the weapons of thieves in place of those of clerics. They may never cast light spells of any sort.

**Death**: Death priests add the following spells to their spell list:

- Level 6: Death spell
- Level 8: Finger of death

At 3rd level and beyond they may feign death once per day in addition to their usual spell allotment. Both evil and neutral clerics of death gods command undead rather than turn them. They must take profession (embalmer) as a background skill.

**Disease**: Clerics of this mythos are immune to the ill-effects of all diseases, regardless of their origin, though they may exhibit the physical signs of diseases they contract.

At 3rd level they may cause disease once per week with their touch. This ability improves as the cleric rises in levels. At 9th level, the cleric can cause disease two times per week and, at 15th level, three times per week.

They may not cast cure disease or use the healing skills to treat those suffering from illness or disease.

**Earth**: Clerics of earth gods gain additional earth-based spells but lose access to air-based spells. Add the following spells to the cleric’s spell list:

- Level 2: Soften earth and stone
- Level 3: Stone shape
- Level 5: Transmute rock to mud, transmute mud to rock
- Level 6: Wall of stone
- Level 8: Animate rock

Remove the following spells from the cleric’s spell list:

- Level 4: Air walk
- Level 6: Aerial servant, wind walk
- Level 7: Control weather

They may not conjure air elementals. All earth elementals summoned by these clerics gain 2 additional hit points per hit die.

**Fire**: Clerics of the fire domain gain access to fire-based spells but lose access to water-based spells. Add the following spells to the cleric’s spell list:

- Level 2: Flame blade (favored melee weapon)
- Level 4: Produce fire
- Level 5: Wall of fire
- Level 7: Fire storm

Remove the following spells from the cleric’s spell list:

- Level 3: Water breathing, water walk
- Level 4: Control water
- Level 7: Control weather

They may not conjure water elementals. All fire elementals summoned by these clerics gain 2 additional hit points per hit die.

**Forests, wilderness**: Clerics of this domain add survival as a class ability. They are restricted to the use of leather or hide armor and wooden shields. They add the following spells to their spell list:

- Level 1: Detect animals or plants
- Level 2: Tree
- Level 3: Dominate animal
- Level 4: Antiplant shell 10’ radius
- Level 5: Plant door
- Level 6: Transport via plant
- Level 7: Change staff

At 5th level they add woodland stride as a class ability. They may never create golems of any sort and gain the turn undead ability at level 3 instead of at 1st level. Their effective cleric level, with regards to tending, is equal to their cleric level – 2. In place of raise dead, priests of this domain gain reincarnation.

**Healing**: Clerics with this domain refrain from combat in all but the direst of circumstances, and use the BtH progression of magic-users due to their limited martial training. They are immune to all diseases, regardless of their origin.

At 3rd level they may cure disease once per week with their touch. This ability improves as the cleric rises in levels. At 9th level, the cleric can cure disease two times per week and, at 15th level, three times per week. When casting any cure spell, clerics of the healing domain may reroll all “1”s and “2”s rolled on each d8.

They may not cast cause disease, cause blindness/deafness, harm, wither or cause wounds spells of any sort.

**Hearth**: Priests of the hearth typically stress the safety of home and their community to their flock. They are rarely adventurers. Clerics of this domain add the following spells to their spell list:

- Level 1: Alarm, hold portal
- Level 2: Wizard lock
- Level 3: Leomund’s tiny hut
- Level 4: Leomund’s secure shelter
- Level 5: Major creation
- Level 6: Enchant an item

**Knowledge**: Clerics of the knowledge domain are usually cloistered clerics (qv). If this new class is not used in your game, the following changes may be made to the standard cleric class.

Clerics of the knowledge domain may not wear armor but may use protective devices, such as rings of protection or bracers of defense. They gain the lore and decipher script class abilities at 1st level and begin play with 2 additional knowledge skills.

They use the BtH progression of magic-users due to their lack of combat training.

**Law**: Clerics of law, upon reaching 3rd level, may cast zone of truth once per day in addition to their usual spell allotment. At 7th level, they may also cast detect lie in addition to their daily spell allotment. They gain a +3 bonus to dispel chaos, confusion, insanity and symbol of insanity spells and may not cast these spells under any circumstance.

**Light**: Clerics of light gain a +2 bonus to all turn undead checks and may radiate a nimbus of light (as the light spell) for up to 1 turn per level per day.

They may never cast any darkness spell of any sort, nor may they animate dead.

**Luck**: Servants of the gods of luck are aware of fortune’s fickle nature. Once per day they may add their level to any single ability check or attack roll they make. They must announce their intent to do so before making the roll. Should this roll fail, the cleric suffers a –1 penalty to all ability checks, including saving throws, for 1 day.

**Love, beauty**: Clerics of this domain are usually not the sort to seek adventures or crusade in their faith’s name. Adventuring clerics of this domain may not wear armor but may use protective devices such as rings of protection or bracers of defense. They gain the lore and decipher script class abilities at 4th level and begin play with 2 additional knowledge skills.

They use the BtH progression of magic-users due to their lack of combat training.

**Magic**: Clerics of the gods of magic are usually cloistered clerics (qv.) but may use the following modifications if cloistered clerics are not used in your game.

Clerics of this domain may not wear armor but may use protective devices such as rings of protection or bracers of defense. They fight as magic-users, using the BtH progression for that class.

They may use all wands, rods and staves that may be used by clerics or magic-users, and gain access to the following spells, plus 1 additional spell, of their choice, from the magic-user spell list for each spell level they have access to:

- Level 0: Prestidigitation
- Level 1: Armor
- Level 2: Protection from normal missiles
Sanctuary

Addition to their usual spell allotment. All saves made to resist their additional time per day for every 4 levels of experience they gain, in peace domain may reroll all “1”s and “2”s rolled on each d8. Just as a paladin does. When casting any spells, these clerics receive a +2 bonus to hit with their deity’s favored weapon, and may use any shield of choice. They may not cast holy word. They may use all shields.

Mischief: Clerics of the mischief domain tend to be roguish pranksters. They are restricted to the use of light armor but may cast the following in addition to their usual spells:

- Level 0: Prestidigitation
- Level 1: Change self
- Level 2: Tasha’s hideous laughter
- Level 8: Otto’s irresistible dance

Moon: Clerics of the ever-changing moon are often shapeshifters and may turn or control lycanthropes as a typical cleric turns or controls undead. They never destroy lycanthropes with this ability. The following spells are added to their spell list:

- Level 2: Alter self
- Level 4: Polymorph
- Level 9: Shapechange

Clerics of this domain are restricted to the use of light armor, though they may use all shields.

Peace: Clerics of peace are almost always cloistered clerics (qv.) or non-adventuring clerics. They may not wear armor but may use protective devices such as rings of protection or bracers of defense. They may not cast cause disease, cause blindness/deafness, ham, wither or cause wounds spells of any sort. To reflect their lack of martial training, clerics of this domain use the BH progression of magic-users. To balance this, priests of peace gods may cast sanctuary one additional time per day for every 4 levels of experience they gain, in addition to their usual spell allotment. All saves made to resist their sanctuary spells are made with a -2 penalty. They may lay on hands, just as a paladin does. When casting any cure spell, clerics of the peace domain may reroll all “1”s and “2”s rolled on each d8.

Smithing: These clerics must take a craft skill related to smithing as a background skill. At 18th level they may create iron golems using the same materials needed to make a clay golem but using the same materials (incuring the same expenses) for creating an iron golem. Additionally, they have the following in addition to their usual spells:

- Level 1: Unseen servant
- Level 6: Enchant an item
- Level 7: Mordenkainen’s sword (favored melee weapon)
- Level 8: Glasssteel

Strength: Clerics of this domain are quick to demonstrate their physical prowess through feats of strength. They receive a +2 bonus on all opposed strength checks and add the strength spell to their spell list.

Storms: This domain affords its clerics with the ability to predict the weather with near certainty. At first level, clerics of storm gods may predict the weather for the next 8 hours with a wisdom check. At 3rd level, this check allows them to predict the weather for the next 24 hours. At 7th level, the prediction covers the next 3 days’ weather and, at 11th level, they may accurately predict the weather for an entire week. The following spells are added to their spell list:

- Level 3: Call lightning
- Level 7: Control weather
- Level 9: Storm of vengeance

Sun: Clerics of sun gods must choose a performance skill as one of their background skills, as sun gods are commonly patrons of the arts. They add the following spells to their spell list:

- Level 2: Flame blade
- Level 7: Sunray
- Level 8: Sunburst
- Level 9: Chariot of Sustarre

Time: Priests of this domain are usually learned chroniclers of the ages and masters of astronomy. As such, clerics with this domain must have the knowledge (astronomy or history) or profession (clockmaker, embalmer, librarian or scribe) skill. This list can be expanded to include other skills connected with making the passage of time. They add the following spells to their spell list:

- Level 0: Know direction
- Level 3: Haste, slow
- Level 8: Temporal stasis
- Level 9: Time stop

Travel: Clerics of the travel domain move 15’ (3") faster than is usual for a member of their race so long as they are not wearing heavy armor or carrying more than a light load. They must take a profession related to traveling (teamster, guide, sailor, navigator) as a background skill and are restricted to the use of light armor. They may use any shield. They add the following spells to their spell list:

- Level 0: Know direction
- Level 1: Run
- Level 4: Dimension door
- Level 5: Teleport
- Level 7: Teleport without error

War: Priests of war gods gain a +1 bonus to hit with their deity’s favored weapon, even if that weapon is not normally allowed by clerics.

Water, oceans: Clerics of this domain must chose a profession or craft skill tied to living off of a body of water (boating, fishing, shipwright) as a background skill. They add the following spell to their spell list:

- Level 5: Airy water

Remove the following spell from the cleric’s spell list:

- Level 5: Flame strike

They may not conjure fire elementals. All water elementals summoned by these clerics gain 2 additional hit points per hit die.

Ethos

All clerics must live by certain tenets and beliefs. These guide the clerics’ behavior. Clerics generally try to avoid shedding blood and try to aid their community. A war deity may order its clerics to be at the forefront of battles and to actively crusade against all enemies. A harvest deity may want its clerics to be active in the fields. The ethos may also dictate what alignment the cleric must be. The nature of the myths helps define the restrictions the cleric must follow.

Cleric Titles

Clerics of differing mythoi often go by titles and names rather than cleric. Shamans and witch doctors are also possibilities. A little library research will turn up many more unique and colorful titles, a few of which are listed here:

- Abbess, Abbot, Ayatollah, Bonze, Brother, Dom, Eye of the Law, Friar, Guru, Haji, Imam, Mendicant, Metropolitan, Mullah, Pardoner, Patriarch, Prelate, Prior, Qadi, Rector, Vicar, and Yogi

Balancing It All

When creating a cleric of a specific mythos, careful attention must be given to the balance of the character's different abilities. A cleric strong in one area or having a wide range of choice must be appropriately weakened in another area so that he does not become too powerful compared to the other clerics in the game. If a war deity allows a cleric the use of all weapons and armor, the character should be limited in the spells allowed or powers granted. At the other extreme, a character who follows a deity of peace should have significant spells and granted powers to make up for his extremely limited or non-existent choice of weapons.
NEW CHARACTER CLASSES

The following table will enable you to determine the major differences between character classes at a glance. Specific comparisons must be done in light of the detailed information given in the sections that discuss the individual classes in question. This table includes the five new character classes presented in this book: the anti-paladin, cloistered cleric, duelist, necromancer and psionicist.

Alignment, Hit Die Type, Prime Requisite and Abilities by Class

<table>
<thead>
<tr>
<th>Class</th>
<th>Alignment</th>
<th>Hit Die Type</th>
<th>Prime Requisite</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cleric</td>
<td>any</td>
<td>d6</td>
<td>wisdom</td>
<td>cleric spells, cloistered cleric training, decipher script, lore, turn undead</td>
</tr>
<tr>
<td>Anti-Paladin</td>
<td>chaotic evil</td>
<td>d10</td>
<td>charisma</td>
<td>anti-paladin training, immunity to disease, lay on hands, multiple attacks, poisons, sneak attack, unholy aura, cause disease, command undead, unholy mount, anti-paladin spells</td>
</tr>
<tr>
<td>Duelist</td>
<td>any</td>
<td>d10</td>
<td>dexterity</td>
<td>combat sense, fast movement, extra parry, multiple attacks, signature weapon, weapon finesse, identify magical properties</td>
</tr>
<tr>
<td>Magic-User</td>
<td>non-good</td>
<td>d4</td>
<td>intelligence</td>
<td>necromancer spells, necromancer training, resistance to enchantment/charm, command undead</td>
</tr>
<tr>
<td>Necromancer</td>
<td>non-good</td>
<td>d6</td>
<td>charisma</td>
<td>attack and defense modes, psionic powers</td>
</tr>
<tr>
<td>Psionicist</td>
<td>non-chaotic</td>
<td>d6</td>
<td>charisma</td>
<td>attack and defense modes, psionic powers</td>
</tr>
</tbody>
</table>

CLASS DESCRIPTIONS

This tome presents 5 addition character classes from which to choose. Four of these classes are secondary classes (the cloistered cleric, anti-paladin, duelist and necromancer) and one is a new primary class, the psionicist.

Each class is briefly described on the pages that follow. Following each description is a level progression chart shows the class's Hit Die Type, base Bonus to Hit, Class Abilities and the number of experience points needed to advance to the class's next level. In choosing a class, keep the following in mind:

Prime Requisite: The character must choose the listed ability score to be one of their primes. Non-human characters only get 1 additional prime and humans may choose 2 additional primes, making the class's prime requisite an important consideration.

Hit Die: The relative hardiness of your character is determined by his hit die type. A fighter, who rolls a d10 for hit points each times he advances in level, will typically be more resilient than a thief who only rolls a d6. All characters begin play with the maximum hit points possible for their hit die type, plus any bonuses or penalties for constitution. After 10th level all classes receive a set number of hit points per level and no longer roll for hit points. The character's constitution modifier is still applied to their hit points.

Bonus to Hit (BtH): This number is added to your character's attack roll, along with his ability modifier and, possibly, other modifiers.

Alignment: In choosing a character class, its alignment restrictions should be carefully considered. Alignment provides a framework or guidelines for that character's outlook and actions. If the character is restricted in their choice of alignment, their outlook and the actions they are permitted to engage in are more narrowly defined.

A character whose alignment changes to one incompatible with one or more of their character classes may not advance further in that class without atoning for their actions and returning to a suitable alignment.

Abilities: These are the special abilities of the character's chosen class. Each ability is described in detail in the class's description.

Armor & Weapons Permitted By Class

<table>
<thead>
<tr>
<th>Class</th>
<th>Armor</th>
<th>Shield</th>
<th>Weapons</th>
<th>Poison</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cleric</td>
<td>none</td>
<td>none</td>
<td>club, dagger, flail (horseman’s), hammer (throwing), mace (horseman’s) and quarterstaff</td>
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<tr>
<td>Anti-Paladin</td>
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<td>any</td>
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<td>?</td>
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<td>club, dagger, dart, quarterstaff, sickle and scythe</td>
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<tr>
<td>Necromancer</td>
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<td>none</td>
<td>broadband, club, dagger, dart, throwing hammer, longsword, quarterstaff, scimitar, short sword and spear</td>
<td>?</td>
</tr>
<tr>
<td>Psionicist</td>
<td>none</td>
<td>none</td>
<td>broadsword, club, dagger, dart, throwing hammer, longsword, quarterstaff, scimitar, short sword and spear</td>
<td>?</td>
</tr>
</tbody>
</table>

Note Regarding Poison Use: The question mark indicates that the use of poisons is possible depending upon your character's alignment and the permission of your Dungeon Master.

Weapons: The listed weapons are those that the character can use proficiently. If a character attempts to use a weapon in which they are not proficient, they receive a –4 penalty to all of their attack rolls.

Armor: The listed armors are those that the character may comfortably, those that he has trained in and may use without additional penalties (see ENCUMBRANCE and EQUIPMENT in the PLAYER'S HANDBOOK for more details). If a character dons and uses an armor that is not listed for their class, they double that armor's weight for the purposes of determining encumbrance. They also penalize on their attack rolls, taking a –1 penalty to attack rolls if wearing light armor or using a shield unskilled, a –2 penalty if wearing medium armor unskilled or a –3 penalty if wearing heavy armor without training in its use.
The cleric, as presented in the PLAYER HANDBOOK, is modeled after medieval warrior priests, such as the Knights Templar or Hospitallers. Most priests, however, lived quiet, monastic lives spent in devotion to and centered on reflection of the mysteries of their faith. Priests were expected to study and preach the precepts of their faith through missionary work and through the creation of sacred texts, spreading their teachings through their words and letters, rather than at the point of a sword.

The cloistered cleric, or friar, usually dwells in isolation from the outside world in a monastery, abbey, or other such structure. We cannot call these characters "monks" in the AD&D game, though that term would be most applicable if we are using Europe as a model for this type of cleric. Cloistered clerics are unskilled in the use of weapons and refrain from melee in all but the direst circumstances. They may not use armor or shields but are allowed to wear rings or cloaks of protection, and bracers of defense. Multiclassed or dual-classed cloistered clerics may use the arms and armor permitted by their other class without penalty, though no cloistered cleric may multiclass as a fighter or fighter subclass. Dual-classing as a fighter or fighter subclass is permitted however.

Cloistered Cleric

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<thead>
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<th>Hit Dice</th>
<th>Bonus to Hit</th>
<th>Experience Points</th>
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</table>

Prime Requisite: Wisdom

Alignment: Any (lawful tendencies)

Races: Dwarf, elf, gnome, half-elf, halfling, and human

Weapons: Club, dagger, flail (horseman's), hammer (throwing), mace (horseman's), and quarterstaff

Amor: None

Abilities: Cleric spells, cloistered cleric training, decipher script, lore, turn undead

Cloistered Cleric Spells Per Day

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</table>

Cleric Spells: A cloistered cleric casts divine spells as any other cleric does. The spells available are listed on the cleric spell list.

Cloistered Cleric Training: Cloistered clerics, like their more militant brethren, are learned in matters of faith and in the healing arts. As a result of this training, all cloistered clerics begin play with the knowledge (religion) and profession (healer) skills in addition to their background skills.

The academic nature of their studies also imparts cloistered clerics with two additional starting skills. These skills may be either knowledge, performance or profession skills. Performance skills are typically related to prayer, with singing or the playing of an instrument being most common. Profession skills must be tied to the day-to-day operations of the cloistered cleric’s monastery or retreat: brewing, cooking, farming, herbalism, scripture, etc.

Decipher Script (Intelligence): Cloistered clerics may attempt to decipher writing in an unfamiliar language, a message written in an incomplete or archaic font, or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 minutes to decipher each page of a script. The attempt may be made only once per writing.

A cloistered cleric may use this ability to decipher arcane or divine scripts, if a successful check is made with a -10 penalty. This does not permit the cloistered cleric to cast spells they otherwise could not but does allow them to identify the contents of a deciphered scroll.

Lore (Intelligence): Cloistered clerics spend years pouring over religious tomes and historical treatises. With a successful ability check, a cloistered cleric gains or remembers some relevant information about local notable people, a legendary item, a noteworthy place, or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and doing research. The information might prove useful in diplomacy, entertaining, and otherwise influencing others.

The ability also might impart a full or partial understanding of local or secret languages, including thieves’ cant, druidic, or ranger signs. The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation. Cloistered clerics have a 5% chance per class level to identify the general purpose and function of any magical item. The cloistered cleric need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.

For most other lore checks, the Dungeon Master gauges the modifier based on whether the knowledge is:

1. Common and known by at least a substantial minority of the local population.
2. Uncommon but available, known by only a few people in the area.
3. Obscure, known by few, and hard to come by.
4. Extremely obscure, known by very few scholars and sages, possibly forgotten by most who once knew it or possibly unknown only by those who don’t understand the significance of the knowledge.

Turn Undead (Wisdom): A cloistered cleric has the ability to turn, or even destroy, undead monsters just as a typical cleric does. To turn undead, a cloistered cleric must declare the attempt as an attack and then make a successful wisdom ability check. The check penalty is equal to undead type’s hit dice (only one type of undead may be turned per round). The character must display a holy symbol toward the undead and utter a prayer, chant, or other invocation of the character’s deity. Turning undead is considered a special attack and takes one round. Turning undead has a maximum range of 60 feet.

The number of undead turned is equal to 1 + the number by which the cloistered cleric exceeds 15 on his intelligence modifier. When a cloistered cleric is five or more levels higher than the undead being turned, the undead are instead destroyed.

Evil cloistered clerics may, instead of turning undead, control them. An evil cloistered cleric must be at least five levels higher than the undead sought to be controlled. Evil cloistered clerics can also turn, but not destroy, paladins.

Followers for High-Level Cloistered Clerics: At 10th level and above, cloistered clerics attract followers as would any other cleric. The clerical leaders of these followers are often (50%) cloistered clerics.
THE ANTI-PALADIN (FIGHTER)

The anti-paladin represents everything that is mean, low and despicable in the human race. No act of treachery is too base, no deed of violence too vile for him. Thoughtless cruelty, sheer depravity and senseless bloodshed are his hallmarks: chaotic and evil deeds are, in fact, his very lifeblood.

Where the paladin is the champion of all that is good and lawful, the anti-paladin is the stereotypical black knight, a defender of the powers of chaos and evil who is devoid of honor or remorse. By nature, therefore, his alignment is always chaotic evil, without exception!

Anti-paladins (also known as blackguards) usually lead undead or monstrous minions in their quest for destruction and domination. They sometimes serve powerful overlords or act as mercenaries of the darkest stripe.

<table>
<thead>
<tr>
<th>Anti-Paladin Level</th>
<th>Hit Dice (d10)</th>
<th>Bonus to Hit (BBH)</th>
<th>Experience Points</th>
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</thead>
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<td>+3</td>
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Prime Requisite: Charisma

Hit Die: d10

Alignment: Chaotic evil

Races: Any

Weapons: Any

Armor: Any armor and shields

Abilities: Anti-paladin training, immunity to disease, lay on hands, multiple attacks, poisons, sneak attack, unholy aura, cause disease, command undead, fiendish mount, anti-paladin spells

Anti-Paladin Training: As champions of chaos and destruction, all anti-paladins gain knowledge (religion) as a bonus skill, accounting for their servitude to and worship of demons and evil deities. They also begin play with the profession (animal handler: horses) skill.

Immunity to Disease: The anti-paladin is immune to all diseases, whatever their origin.

Lay on Hands: An anti-paladin can cure himself or undead creatures of up to 2 hit points per anti-paladin level once per day. If used on any other living creature, this ability inflicts damage rather than heals it.

Multiple Attacks: Anti-paladins, as a fighter subclass, gain the ability to make more than one attack per round. At levels 1-6 anti-paladins are limited to making 1 attack each round. At levels 7-12 anti-paladins may make three attacks every two rounds. At level 13-18 anti-paladins may make 2 attacks per round. Finally, at level 19 and beyond, anti-paladins are able to make 5 attacks every two rounds.

Poisons (Intelligence): An anti-paladin with this ability can identify and use poisons and antitoxins. An anti-paladin can identify a poison or antitoxin on a successful check. An anti-paladin’s training in the use of poison means that he never risks accidental poisoning when applying poison to a blade. Moreover, anti-paladins train with poisons of all types, and they slowly grow more resistant to their effects. This is reflected by a +1 bonus to poison saving throws that is gained at 3rd level.

At 9th level, an anti-paladin gains the ability to make poisons and antitoxins. To make a poison or antitoxin, the anti-paladin needs some alchemical equipment and raw materials costing one half of the street value of the poison or antitoxin to be made.

Sneak Attack: An anti-paladin normally avoids face-to-face combat if possible, preferring instead to use stealth or guile to catch an opponent unaware or off-guard. An anti-paladin able to attack an unaware or surprised opponent gains a bonus to hit and damage on their first attack against that opponent. To catch an opponent unaware, the anti-paladin must make a successful dexterity check (opposed by the target’s wisdom check) to sneak up within striking distance of the foe. An anti-paladin that succeeds in catching an opponent unaware can make a sneak attack at a +4 bonus to hit. An anti-paladin attacking a surprised opponent can sneak attack with a +2 bonus to hit. If the anti-paladin successfully attacks an unaware or surprised opponent their first attack’s damage is doubled.

When making a sneak attack an anti-paladin may use any melee weapon or strike with a ranged weapon from a distance of no more than 30 feet, as an anti-paladin cannot aim with such deadly accuracy from beyond that range. An anti-paladin can only sneak attack living creatures that have a discernable anatomy. The anti-paladin must be able to the target well enough to pick out a vital spot and must be able to reach it. The extra damage inflicted by an anti-paladin’s sneak attack does not improve as the anti-paladin increases in level. Sneak attacks made by an anti-paladin always inflict double damage.

Unholy Aura: Anti-paladins emanate a permanent unholy aura that wards against attacks from good, summoned, or conjured creatures. It creates a magical barrier around the anti-paladin that prevents attacks from good creatures. The divine aura also prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Evil elementals and extraplanar creatures are immune to this effect.
Unearthed Arcana 23

Cause Disease: At 3rd level the anti-paladin can cause disease, as the spell, once per week. This ability improves as the anti-paladin rises in levels. At 9th level, the anti-paladin can cause disease two times per week and, at 15th level, three times per week.

Command Undead (Wisdom): At 3rd level, the anti-paladin gains the ability to effect undead as an evil cleric of 1st level. When making a wisdom check to command undead, an anti-paladin adds his "turning level" to the roll, not the character's actual level. This ability improves with each level, so a 5th level anti-paladin turns or commands undead like a 3rd level cleric.

Fiendish Mount: At 4th level, the anti-paladin gains the ability to call a special warhorse to his service. An anti-paladin's dark lords confer this boon upon the anti-paladin as a reward for his faithful service. The mount, usually an ill-tempered heavy warhorse, is unusually intelligent, strong, loyal, and ready to serve the anti-paladin in his crusade against good. Should this mount die, a year and a day must pass before another can be called. The Dungeon Master provides information about the mount that responds to the anti-paladin's call.

Anti-Paladin Spells: An anti-paladin casts divine spells much as an evil cleric does. The spells available are listed on the cleric spell list. An anti-paladin is limited to a certain number of spells of each spell level per day. A table shows the number of spells per day a character of the class may cast. Anti-paladins prepare spells each day through prayer to their deity or deities.

Anti-paladins gain bonus spells for high wisdom scores just as a paladin or cleric does. Through 7th level, an anti-paladin has no caster level. At 8th level and higher, his caster level is one-half his anti-paladin level.

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Followers for High-Level Anti-Paladins: At 10th level, the anti-paladin's infamy is such that, should he build a stronghold, followers of the basest sort will seek him out. Unlike paladins who only gain the services of loyal retainers, anti-paladins gain both retainers and followers. Their retainers do not have to be anti-paladins, but must be fighter-types, clerics, thieves or assassins.

Leader/Retainer

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<th>41-75</th>
<th>76-95</th>
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Troops/Followers

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<th>Level</th>
<th>Company/Army</th>
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<tr>
<td>0-50</td>
<td>company of 120 brigands with ring mail &amp; shield, light crossbows, spears and short swords</td>
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<tr>
<td>51-75</td>
<td>company of 80 heavy infantry - 20 with splint mail, moming star and hand axe, 60 with leather armor, pike and short sword</td>
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<tr>
<td>76-90</td>
<td>company of 60 crossbowmen with chain mail, 40 with heavy crossbow and short sword, 20 with light crossbow and military fork</td>
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<tr>
<td>91-00</td>
<td>company of 60 cavalry - 10 with banded mail, shield, lance, bastard sword and shield, 20 with scale mail, lance, longsword, mace and shield, 30 with studded leather, lance, flail and shield</td>
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</tbody>
</table>

* Humanoid anti-paladins would have 8 hit dice worth of humanoid followers for every unit of 10 followers that a human or part-human anti-paladin would have.

Starting Funds: Anti-paladins begin play with 50-200 gold pieces (5d4x10) with which to purchase their initial equipment.

The Duelist (Fighter)

For as long as personal combat has been going on, there have been specialists who would sell their prowess at it. Some have sold their services as mercenaries: this article has nothing to do with them. Mercenaries tend to be group-minded and barely proficient at arms; their place is to fill out a troop of soldiers. Repeated and frequent success in one-on-one combat requires something that a mere soldier is not up to providing. The specialists in personal combat became not mercenaries, but duelists. And so evolved a distinct kind of profession. In Roman times, there were the gladiators, who made their way up from ignominy to international honor through their individual skill alone; in Renaissance times, there were the fencing instructors, who taught young rakes how to duel (and live to brag about it) the way that other specialists taught them how to dance or take snuff; and in all times, there have been the hired swords (hired guns in the Old West), who have wandered about, fighting for glory, or money, or for lack of a better calling in life. The duelist character class for the AD&D system represents this type of expert, one who makes his living by selling his skill in individual combat.

Typically the duelist is of common birth. Serfs are given no opportunity to learn to bear arms, and nobles who take up arms as a profession tend to become cavaliers or paladins. Sometimes, as with Roman gladiators, duelists are of the lower class, though they might have wound up that way not by accident of birth but by running afoul of the law.

Sometimes they are of the lesser nobility, younger sons of younger sons, with no inheritance to give them status and no mind to be soldiers. Sometimes they are merely disaffected types, loners or even outcasts, whose only claim to fame is their reputation with their blade.

This way of describing a duelist goes far to explain the alignment preferences of the class. The duelist has little use for law as an ethical principle, whether the law involved is good, bad, or neutral. Besides the fact that their profession is often illegal (though they are sometimes used by the protectors of the law), duelists also shy away from lawfulness because of their general outlook on life: They see things in individual terms (me against you), not in group terms (us against them). To be sure, most duelists are scrupulous about fulfilling contracts, but this is not a lawful-minded tendency so much as a matter of professional (by definition, individual) honor. Besides, an unreliable duelist gets no contracts.

Duelists, you see, have something of a code to live by, albeit a highly individualistic code. Professional skill is exalted rather than the obligation to do justice: if the duelist's conscience sometimes accuses him of being a mere assassin, he tells himself he is just doing...
his job (and doing it well, by thunder!). Professional pride is a more important consideration than fair play. A duelist, like a knight, does not take undue advantage of an opponent, but a knight does this to be fair, while a duelist does it to protect his reputation from being smeared.

The duelist is a loner, which means his worth is not measured by his attainments as a member of a warrior class, but by his individual achievements.

### Duelist

**Hit Dice:**

- 1 1
- 2 2
- 3 3
- 4 4
- 5 5
- 6 6
- 7 7
- 8 8
- 9 9
- 10 +3 +10
- 11 +3 +11
- 12 +3 +12
- 13 +3 +13
- 14 +3 +14
- 15 +3 +15
- 16 +3 +16
- 17 +3 +17
- 18 +3 +18
- 19 +3 +19
- 20 +3 +20

**Experience Points:**

- 1 0
- 2 2,500
- 3 5,000
- 4 10,000
- 5 20,000
- 6 37,500
- 7 75,000
- 8 150,000
- 9 250,000
- 10 500,000
- 11 750,000
- 12 1,000,000
- 13 1,250,000
- 14 1,500,000
- 15 1,750,000
- 16 2,000,000
- 17 2,250,000
- 18 2,500,000
- 19 2,750,000
- 20 3,000,000

**Prime Requisite:** Dexterity

**Hit Die:** d10

**Alignment:** Any (non-lawful tendencies)

**Races:** Dwarf, elf, gnome, halfling, half-elf, half-orc, human

**Weapons:** Any

**Armor:** Light armor and small shields

**Abilities:** Combat sense, fast movement, identify magical properties, improved pARRY, multiple attacks, signature weapon, weapon finesse

**Combat Sense:** A duelist has an uncanny sense for the presence of foes in a threatening environment. This reduces the effectiveness of sneak attacks against duelists. Attacks from the flank receive no bonus to hit against a duelist, though a duelist still may not use their shield to defend against such attackers, and any bonuses for attacks against a surprised or unaware duelist are halved. For example, a thief may use the sneak attack ability against an unaware duelist, but with only a +2 bonus to hit, instead of +4. Likewise a thief may use the sneak attack ability against a surprised duelist, but with only a +1 bonus to hit, instead of +2.

At 7th level, the duelist gains improved combat sense and can no longer be sneak attacked when surprised. At 14th level the duelist gets the greater combat sense ability and is no longer vulnerable to sneak attacks under any circumstances.

**Fast Movement:** The duelist's Movement Rate is 15' (3') faster than is usual for a member of his race so long as he is wearing light or no armor and carrying more than a light load.

**Identify Magical Properties (Int):** The duelist has the ability to determine the magical properties of signature weapons he acquires. He need only handle the weapon and drill with it for 1 turn in order to try to discern its properties and abilities. A formidable (20%) intelligence check reveals the weapon's properties, much as an identify spell would. A cursed weapon so identified may be discarded by the duelist, though it still remains a cursed item.

**Improved PARRY:** The duelist's training, quick reflexes and lack of encumbrance allow him to parry melee attacks more effectively than other characters (PHB 54). Duelists gain a +3 bonus to all pARRY attempts they make. A duelist who chooses unarmed strikes as their signature weapon may parry weapon blows or make disarm attempts when unarmed.

### Multiple Attacks

**Duelists,** as a fighter subclass, gain the ability to make more than one attack per round. At levels 1-6 duelists are limited to making 1 attack each round. At levels 7-12 duelists may make three attacks every two rounds. At level 13-18 duelists may make 2 attacks per round. Finally, at level 19 and beyond, duelists are able to make 5 attacks every two rounds.

**Signature Weapon:** At 1st level, a duelist chooses a particular type of weapon as his "signature weapon". The bonuses gained with this weapon depends upon the type of weapon chosen.

All signature weapons grant their user a +1 bonus to their attack or damage rolls when using them (the user must decide which bonus to take when choosing their signature weapon).

Duelists using a signature weapon gain multiple attacks (see above) as if they were 6 levels higher than their actual level. As such, a 1st level duelist using a signature weapon may make 3 attacks every two round. At level 19 and higher, a specialized fighter may make 3 attacks per round.

At 7th level, 13th level and 19th level, a duelist may choose another signature weapon. Whenever a new weapon is chosen, the bonus or bonuses gained with each previously chosen weapon increase by +1.

**Weapon Finesse:** A duelist may add his dexterity bonus in place of his strength bonus to attack and damage rolls when attacking with his signature weapon, so long as he is following the armor and shield restrictions of the class and no more than lightly encumbered. In addition, the duelist may add his dexterity bonus in place of his strength bonus when making disarm checks or residing a disarm attempt (PHB 55) when using a signature weapon.

**Followers for High-Level Duelists:** At 10th level and above, the duelist has the option of establishing a school. Such an establishment must be located in a large town or city, and must have adequate supplies and sufficient space for the exercises and activities that will go on there. Employment of a swordsman is mandatory for such an establishment. The duelist will then attract 5d6 students to his school. Each student generates a monthly profit of 30 gold pieces for the duelist. A duelist can handle up to 30 students at a time, but if he goes out adventuring for more than 3 days in any month, his students will suffer from his absence, because their training will have been interrupted for too long. A master who deprives his students of their proper training will quickly lose those students and have their reputation suffer.

Duelists, unlike fighters, acquire no followers upon reaching 10th level, even if they establish a school.

**Starting Funds:** Duelists begin play with 50-200 gold pieces (5d4) with which to purchase their initial equipment.
**THE NECROMANCER (Magic-User)**

The necromancer or “death master” is a subclass of magic-user that, like the illusionist, specializes in a particular school of magic. As practitioners of necromancy, death masters tend to be evil, though they may be of any non-good alignment.

Necromancers shun armor of all types but may use rings, cloaks and jewelry of protection, including bracers of defense. Otherwise, they may employ all items useable by magic-users, except those items that store spells not featured on the necromancer spell list. They can only use arcane scrolls that have spell from their spell list scribed upon them or those that control or protect from the undead.

**Necromancer Spells:** A necromancer casts arcane spells much like a magic-user but, due to the specialized and inherently different nature of death magic, have their own spell list. Each necromancer can cast a limited number of spells from each spell level per day. The table below lists the number of spells per day a necromancer may cast of each spell level. For example, a 5th level necromancer can cast six 0-level, five 1st level, three 2nd level spells and one 3rd level spell. A necromancer must prepare spells before casting them by studying from a spellbook. They may only scribe necromancer spells into their spellbooks. While studying, the necromancer decides which spells to prepare. Spell memorization and descriptions are covered in greater detail in the Magic section beginning on page 57 of the PLAYERS HANDBOOK. Necromancers gain bonus spells for high intelligence scores just as a magic-user or illusionist does.

**Necromancer Training:** The apprenticeship of fledgling necromancers requires that he learn the machinations of the body and the arts of preserving the dead. As such, all necromancers begin play with profession (embalmer) and knowledge (anatomy) as bonus skills.

**Necromancer Spells Per Day**

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</table>

**Resistance to Enchantment/Charm:** At 1st level, necromancers gain a +1 bonus to saving throws to resist all enchantment/charm, command undead, destruction, petrification, and the arts of preserving the dead. As such, all necromancers begin play with profession (embalmer) and knowledge (anatomy) as bonus skills.

<table>
<thead>
<tr>
<th>Necromancer Spells Per Day</th>
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<tbody>
<tr>
<td>level</td>
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**Hit Dice:** d4

**Alignment:** Any non-good

**Races:** Elf, gnome, half-elf, half-orc, human

**Weapons:** Club, dagger, dart, quarterstaff, sickle & scythe

**Amor:** None

**Abilities:** Necromancer spells, necromancer training, resistance to enchantment/charm, command undead

* a necromancer may not cast spells in armor.
# Necromancers (Magic-Users)

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<td>Animate Dead</td>
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<td>Clairaudience/voynance</td>
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<th>7th Level</th>
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<td>Clone</td>
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<td>Globe of Invulnerability</td>
<td>Improved Shadow Conjuration</td>
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<td>Improved Planar Binding</td>
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<td>Stay Living</td>
<td>Move Earth</td>
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<td>Shadow Walk</td>
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<td>Symbol of Fear</td>
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**THE PSIONICIST**

The psionicist (or psion) is a member of a class devoted to the exercise of innate mental powers. Certain individuals have within them a talent for that sort of thing, and these persons can opt to be psionicists.

Many people assume that psionics is just another type of magic. Magic is the ability to shape, control, harness, and utilize natural forces that infuse the game world and surround the characters. It is based on the principle that, through the use of words, gestures, and catalyzing materials of unique power, these external energies can be controlled. The key element of that statement is external energy. Magical effects are produced externally by manipulating outside forces. The power does not come from inside the spellcaster but from somewhere else. Psionics is the complete opposite of this. The psionicist shapes, controls, harnesses, and utilizes natural forces that infuse his own being. His effort is focused inward rather than outward. He must be completely in touch with and aware of even the tiniest workings of his body and mind. This type of knowledge comes from long and intense meditation coupled with physical extremes. The psionicist finds enlightenment in both complete exhaustion and complete relaxation, in both pain and pleasure. The mind and body are only parts of a much greater unity. Indeed, discussing one without the other, as so many people do, seems nonsensical to a psionicist; they cannot be separated. The body produces energy and vitality; the mind gives it shape and reality. Neither does the psionicist study or pray for his powers. He carries them with him wherever he goes. As long as his mind and body are rested his psionic strength—his powers are available to him.

More than a character of any other class, the psionicist is self-contained. Unlike the fighter and thief, he needs no weapons or tools to practice his art. Unlike the cleric, he needs no deity. Unlike the magic-user, he relies on no outside energies. His power comes from within, and he alone gives it shape. The psionicist strives to unite every aspect of his self into a single, powerful whole. He looks inward to the essence of his own being, and gains control of his subconscious. Through extraordinary discipline, contemplation, and self-awareness, he unlocks the full potential of his mind.

Self-awareness, he unlocks the full potential of his mind. His effort is focused inward rather than outward. He must be completely in touch with and aware of even the tiniest workings of his body and mind. This type of knowledge comes from long and intense meditation coupled with physical extremes. The psionicist finds enlightenment in both complete exhaustion and complete relaxation, in both pain and pleasure. The mind and body are only parts of a much greater unity. Indeed, discussing one without the other, as so many people do, seems nonsensical to a psionicist; they cannot be separated. The body produces energy and vitality; the mind gives it shape and reality. Neither does the psionicist study or pray for his powers. He carries them with him wherever he goes. As long as his mind and body are rested his psionic strength—his powers are available to him.

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### Abilities

- **Armor:**
- **Weapons:**
- **Alignment:**
- **Hit Die:**
- **Prime Requisite:**

#### Psionicist

<table>
<thead>
<tr>
<th>Psionicist Level</th>
<th>Hit Dice (d6)</th>
<th>Bonus to Hit (BH)</th>
<th>Experience Points</th>
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<tr>
<td>20</td>
<td>+2</td>
<td>+13</td>
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#### Attack and Defense Modes

**Psychic Crush:** A concentrated mind attack that seeks to control the thoughts of the defender. It deals 1-8 points of damage to an psionically active creature. The defender may make a Wisdom save to negate this damage.

**Psychic Attack:** A piercing attack that seeks to control the defender's mind. Any non-chaotic defender may make a Wisdom save for no damage. Those making the save are not stunned.

**Id Insinuation:** Id Insinuation seeks to lose the uncontrolled subconscious mind of the defender, pitting it against the super-ego. The attack affects all psionically active creatures in 10' radius, acting as a confusion spell for such targets. A successful Wisdom save negates the confusion effect.

**Psionic Blast:** Psionic Blast is a wave of brain force, in effect much like "stunning news" to the mind. It is the only psionic attack mode that...
can affect non-psionic creatures, stunning all creatures in a 30’ cone for 1 round. A Wisdom save negates this effect.

Psychic Crush: Psychic Crush is a massive assault upon all neurons in the brain of a psionically active creature, attempting to destroy all by a massive overload of signals. The target must make a Wisdom save or collapse, unconscious and dying, at -1 hit points. If the target succeeds on its save, it takes 3d6 points of damage.

A power requires the expenditure of a number of points equal to its power level. 0-level powers require the psionicist to expend ½ of a power point per usage.

An 8th level power would require 8 power points in order to function while a 4th level power would require the expenditure of 4 power points.

He can use any power he knows at any time, assuming he has enough power points available for a power of that particular level. He does not have to decide ahead of time which powers he’ll use. A psionicist of 9th level with 54 power points, for example, may use up to 4th level powers. If he so chose he could use 13-4th level abilities (costing 52 points) and use the 2 remaining points as he saw fit, could use 54-1st level abilities, could use 18-3rd level powers, etc.

Bonus Power Points: In addition to the level-based power points a psionicist gains, he receives bonus power points each day if his charisma is 13 or higher. The following table shows the bonus points gained for having an exceptional charisma:

<table>
<thead>
<tr>
<th>Level</th>
<th>Psionicist's Charisma</th>
<th>Bonus Power Points</th>
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</table>

Known Powers: A psionicist’s selection of powers is extremely limited. A psionicist begins play knowing 4 0-level powers and two 1st-level powers of their choice. At each new psionicist level, he gains one or more new powers, as indicated on the Psionicist Powers Known table. The number of powers known is not affected by his charisma score.

Psionicist Powers Known

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<th>2nd</th>
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Psionics Powers Known

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<th>Power</th>
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<th>Maximum Power Level</th>
<th>Required Charisma</th>
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<td>20</td>
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</table>

Upon reaching 4th level, and at every even-numbered psionicist level after that (6th, 8th, and so on), a psionicist can choose to learn a new power in place of one he already knows. In effect, the psionicist “loses” the old power in exchange for the new one. The new power's
level must be the same as that of the power being exchanged, and it must be at least two levels lower than the highest-level psionicist power known. A psionicist may swap only a single power at any given level, and must choose whether or not to swap the power at the same time that he gains new powers known for the level.

Recovery of Power Points: Psionic strength points expended in any way can be restored by resting for a period of 8 hours each day. The character need not sleep for the entirety of that time, but must refrain from movement, combat, power use or any other fairly demanding physical or mental task during the rest period. If the character's rest is interrupted, each interruption adds one hour to the total amount of time the character has to rest, in order to clear his mind.

If the character does not need to sleep for some reason, the character still must have eight hours of restful calm each day before preparing recovering power points.

Followers for High-Level Psionicists: Upon reaching 10th level, the Psionicist attains the title of Master, and can found a school if he desires. He will have to outfit a lab and assemble a library. Costs for this are similar to those for outfitting a resident alchemist or sage. The school will attract 1d4+1 students (1st level psionicists), who conform to the category of followers generally, and can advance in levels. They will not pay for their tuition, but the Master could always take students for pay, of course. However, having more than 5 students at one time (whether they are followers or customers) will cut significantly into the Master's adventuring/research time.

Starting Funds: Psionicists begin play with 6-36 gold pieces (6d6) with which to purchase their initial equipment.

<table>
<thead>
<tr>
<th>Number</th>
<th>0-Level</th>
<th>1st Level</th>
<th>2nd Level</th>
<th>3rd Level</th>
<th>4th Level</th>
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<tbody>
<tr>
<td>1</td>
<td>Cure Minor Wounds</td>
<td>ffect Normal Fires</td>
<td>Blur</td>
<td>Alter Self</td>
<td>Blink</td>
</tr>
<tr>
<td>2</td>
<td>Detect Psionics</td>
<td>Armor</td>
<td>Calm Emotions</td>
<td>Clairaudience/voynance</td>
<td>Body Weaponry</td>
</tr>
<tr>
<td>3</td>
<td>Know Direction</td>
<td>Cause Fear</td>
<td>Change Self</td>
<td>Confusion</td>
<td>Charm Monster</td>
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<tr>
<td>4</td>
<td>Light</td>
<td>Charm Person</td>
<td>Chill Metal</td>
<td>Cure Disease</td>
<td>Deep Slumber</td>
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<td>5</td>
<td>Message</td>
<td>Comprehend Languages</td>
<td>Darkness 15' Radius</td>
<td>Cure Moderate Wounds</td>
<td>Detect Scrying</td>
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<td>6</td>
<td>Cure Light Wounds</td>
<td>Endure Elements</td>
<td>Darkvision</td>
<td>Detect Lie</td>
<td>Dimensional Pocket</td>
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<td>Enlarge Self</td>
<td>Feather Fall</td>
<td>Force Missile</td>
<td>Hypnotic Pattern</td>
<td>Lesser Body Weaponry</td>
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<td>Jump</td>
<td>Obscurement</td>
<td>Produce Flames</td>
<td>Reduce Self</td>
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<td>ESP</td>
<td>Fear</td>
<td>Fireball</td>
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<td>ESP</td>
<td>Fear</td>
<td>Fireball</td>
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<td>Lesser Body Weaponry</td>
<td>Hold Person</td>
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<td>Fear</td>
<td>Fireball</td>
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<td>Lesser Body Weaponry</td>
<td>Hold Person</td>
<td>ESP</td>
<td>Fear</td>
<td>Fireball</td>
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<td>ESP</td>
<td>Fear</td>
<td>Fireball</td>
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<td>Fireball</td>
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<td>Fear</td>
<td>Fireball</td>
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<td>ESP</td>
<td>Fear</td>
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<td>Fear</td>
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<td>Hold Person</td>
<td>ESP</td>
<td>Fear</td>
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<tr>
<th>Number</th>
<th>5th Level</th>
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<th>8th Level</th>
<th>9th Level</th>
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<tbody>
<tr>
<td>1</td>
<td>Control Water</td>
<td>Antipsionics Shell</td>
<td>Charm Plants</td>
<td>Dimensional Lock</td>
<td>Astral Projection</td>
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<tr>
<td>2</td>
<td>Control Winds</td>
<td>Break Enchantment</td>
<td>Control Weather</td>
<td>Improved Restoration</td>
<td>Dominate Monster</td>
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<tr>
<td>3</td>
<td>Dimension Door</td>
<td>Cone of Cold</td>
<td>Energy Weapon</td>
<td>Iron Body</td>
<td>Eherealness</td>
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<td>4</td>
<td>Dimensional Anchor</td>
<td>Feeblemind</td>
<td>Ethereal Jaunt</td>
<td>Mass Charm</td>
<td>Foresight</td>
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<tr>
<td>5</td>
<td>Dimensional Anchor</td>
<td>Feeblemind</td>
<td>Fire Storm</td>
<td>Maze</td>
<td>Freedom</td>
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<tr>
<td>6</td>
<td>Fabricate</td>
<td>Improved Depel Psionics</td>
<td>Forcecage</td>
<td>Plane Shift</td>
<td>Power Word Kill</td>
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<tr>
<td>7</td>
<td>Fire Shield</td>
<td>Major Creation</td>
<td>Improved Scrying</td>
<td>Power Word Sun</td>
<td>Shapechange</td>
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<td>8</td>
<td>Mind Fog</td>
<td>Mass Suggestion</td>
<td>Insanity</td>
<td>Repulsion</td>
<td>Time Stop</td>
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<td>9</td>
<td>Polymorph Self</td>
<td>Passwall</td>
<td>Phase Door</td>
<td>Reverse Gravity</td>
<td></td>
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<tr>
<td>10</td>
<td>Precognition</td>
<td>Repulsion</td>
<td>Power Word Blind</td>
<td>Telekinesis Sphere</td>
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<tr>
<td>11</td>
<td>Restoration</td>
<td>Teleport</td>
<td>Regeneration</td>
<td>Telekinesis Sphere</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Restoration</td>
<td>Teleport</td>
<td>Regeneration</td>
<td>Telekinesis Sphere</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Telekinetics</td>
<td>Wall of Force</td>
<td>Teleport Without Error</td>
<td>Telekinesis Sphere</td>
<td></td>
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</table>
CHARACTER BACKGROUND

After you have selected a race and class, you may want to fill in the details of your character. You are not required to do so, but there are many situations in which this information is vital or useful to role-playing.

The sex and name of your character are up to you. Your character can be of the same sex as yourself or of the opposite sex. Some people feel it is important to know whether their character is right- or left-handed. Actually, this has no bearing on the play of the game, since all characters are assumed to be reasonably competent with either weapon (that doesn't mean everyone is trained to fight with two weapons).

CHARACTER HEIGHT & WEIGHT

On occasion it may be useful to know your character's height and weight. Typically these values are determined by the player, using the racial descriptions provided. Otherwise, heights and weights can be generated randomly using the table below. The table only reproduces a fairly average range for each race. Heights and weights for races or subraces not listed on the table must be decided by your DM.

Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female values.

**Expanded Height and Weight Chart**

<table>
<thead>
<tr>
<th>Race</th>
<th>Base Height</th>
<th>Modifier</th>
<th>Base Weight (lbs.)</th>
<th>Modifier</th>
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<tbody>
<tr>
<td>dwarf, gray</td>
<td>3'9&quot; or 3'6&quot;</td>
<td>+2d4&quot;</td>
<td>75 or 50</td>
<td>+4d6</td>
</tr>
<tr>
<td>dwarf, hill</td>
<td>3'9&quot; or 3'6&quot;</td>
<td>+2d4&quot;</td>
<td>130 or 100</td>
<td>+8d6</td>
</tr>
<tr>
<td>dwarf, mountain</td>
<td>3'9&quot; or 3'6&quot;</td>
<td>+3d4&quot;</td>
<td>130 or 100</td>
<td>+10d6</td>
</tr>
<tr>
<td>elf, dark</td>
<td>4'6&quot; or 4'3&quot;</td>
<td>+3d4&quot;</td>
<td>75 or 70</td>
<td>+4d6</td>
</tr>
<tr>
<td>elf, gray</td>
<td>4'6&quot; or 4'3&quot;</td>
<td>+3d4&quot;</td>
<td>85 or 80</td>
<td>+4d6</td>
</tr>
<tr>
<td>elf, high</td>
<td>4'6&quot; or 4'3&quot;</td>
<td>+3d4&quot;</td>
<td>85 or 80</td>
<td>+6d6</td>
</tr>
<tr>
<td>elf, wild</td>
<td>4'3&quot; or 4'</td>
<td>+1d4&quot;</td>
<td>65 or 50</td>
<td>+4d4</td>
</tr>
<tr>
<td>elf, wood</td>
<td>4'6&quot; or 4'3&quot;</td>
<td>+3d4&quot;</td>
<td>85 or 80</td>
<td>+6d6</td>
</tr>
<tr>
<td>gnome, deep</td>
<td>3' or 2'10&quot;</td>
<td>+2d4&quot;</td>
<td>45 or 40</td>
<td>+4d6</td>
</tr>
<tr>
<td>gnome, surface</td>
<td>3' or 2'10&quot;</td>
<td>+2d4&quot;</td>
<td>50 or 45</td>
<td>+5d6</td>
</tr>
<tr>
<td>half-elf</td>
<td>4'9&quot; or 4'6&quot;</td>
<td>+4d4&quot;</td>
<td>100 or 80</td>
<td>+8d8</td>
</tr>
<tr>
<td>halfling, hafoot</td>
<td>2'9&quot; or 2'6&quot;</td>
<td>+3d4&quot;</td>
<td>45 or 40</td>
<td>+5d6</td>
</tr>
<tr>
<td>halfling, stout</td>
<td>2'9&quot; or 2'6&quot;</td>
<td>+2d4&quot;</td>
<td>50 or 45</td>
<td>+5d6</td>
</tr>
<tr>
<td>half-ogre</td>
<td>3'3&quot; or 3'</td>
<td>+3d4&quot;</td>
<td>50 or 45</td>
<td>+5d6</td>
</tr>
<tr>
<td>half-orc</td>
<td>6'6&quot; or 6'3&quot;</td>
<td>+2d10&quot;</td>
<td>275 or 245</td>
<td>+12d12</td>
</tr>
<tr>
<td>Human</td>
<td>4'9&quot; or 4'6&quot;</td>
<td>+2d10&quot;</td>
<td>150 or 110</td>
<td>+12d8</td>
</tr>
</tbody>
</table>

**Character Starting Age Table, by CLASS (or Subclass Thereof)**:

<table>
<thead>
<tr>
<th>Race</th>
<th>CLERIC</th>
<th>FIGHTER</th>
<th>MAGIC-USER</th>
<th>MONK</th>
<th>THIEF</th>
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</thead>
<tbody>
<tr>
<td>Dwarf</td>
<td>75+4d10</td>
<td>40+5d4</td>
<td>-</td>
<td>-</td>
<td>75+3d6</td>
</tr>
<tr>
<td>Elf</td>
<td>175+10d10</td>
<td>130+5d6</td>
<td>150+5d6</td>
<td>-</td>
<td>100+5d6</td>
</tr>
<tr>
<td>Gnome</td>
<td>125+4d10</td>
<td>60+5d4</td>
<td>100+2d12</td>
<td>-</td>
<td>80+5d4</td>
</tr>
<tr>
<td>Half-elf</td>
<td>40+2d4</td>
<td>22+3d4</td>
<td>30+2d8</td>
<td>40+2d4</td>
<td>22+3d8</td>
</tr>
<tr>
<td>Halfling</td>
<td>40+2d4</td>
<td>20+3d4</td>
<td>-</td>
<td>-</td>
<td>40+2d4</td>
</tr>
<tr>
<td>Half-orc</td>
<td>20+1d4</td>
<td>15+1d4</td>
<td>20+2d8</td>
<td>20+1d4</td>
<td>20+2d4</td>
</tr>
<tr>
<td>Human</td>
<td>18+1d4</td>
<td>16+1d4</td>
<td>24+2d8</td>
<td>20+1d4</td>
<td>18+1d4</td>
</tr>
</tbody>
</table>

*for multiclassed characters use the column that generates the highest starting age.

Once character age is established, you must keep track of it from game year to game year. To normal game years must be added any of the various unnatural causes of aging. These effectively add years to the character's age. The effects of aging are given in the next section. The maximum age of any character is likewise explained.

**Aging**: In order to establish the overall effects of age, it is necessary to establish a number of standard age brackets for each race of characters (see the Age Categories table below for details). When age category is established, modify ability scores accordingly, making each change progressively from young adulthood, all additions and subtractions being cumulative. The only ability that may exceed racial maximums due to age effects is wisdom.

**Determination Of Maximum Age**

Unless the character dies of some other cause, he or she will live to old age. The character's maximum age is equal to the maximum age listed for "Middle Aged" plus 1-100%(1d%) of that listed age.

**Age Categories**

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<th>Race</th>
<th>Young</th>
<th>Adult</th>
<th>Mature</th>
<th>Middle Aged</th>
<th>Old</th>
<th>Venerable</th>
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<td>35-50</td>
<td>51-150</td>
<td>151-250</td>
<td>251-350</td>
<td>351-500</td>
<td></td>
</tr>
<tr>
<td>dwarf, hill</td>
<td>35-50</td>
<td>51-150</td>
<td>151-250</td>
<td>251-350</td>
<td>351-500</td>
<td></td>
</tr>
<tr>
<td>dwarf, mountain</td>
<td>40-60</td>
<td>61-175</td>
<td>176-275</td>
<td>276-400</td>
<td>401-550</td>
<td></td>
</tr>
<tr>
<td>elf, dark</td>
<td>50-100</td>
<td>101-400</td>
<td>401-550</td>
<td>551-750</td>
<td>751-1000</td>
<td></td>
</tr>
<tr>
<td>elf, grey</td>
<td>150-250</td>
<td>251-650</td>
<td>651-1000</td>
<td>1001-1500</td>
<td>1501-2000</td>
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<tr>
<td>elf, high</td>
<td>100-175</td>
<td>176-550</td>
<td>551-800</td>
<td>801-1200</td>
<td>1201-1600</td>
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<tr>
<td>elf, wild</td>
<td>75-150</td>
<td>151-500</td>
<td>501-700</td>
<td>701-1050</td>
<td>1051-1400</td>
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<tr>
<td>elf, wood</td>
<td>75-150</td>
<td>151-500</td>
<td>501-700</td>
<td>701-1050</td>
<td>1051-1350</td>
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<tr>
<td>gnome, deep</td>
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<td>91-200</td>
<td>301-450</td>
<td>451-600</td>
<td>601-900</td>
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<td>301-400</td>
<td>401-600</td>
<td>601-800</td>
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<td>101-175</td>
<td>176-250</td>
<td>251-350</td>
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<td>halfling, all</td>
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<td>69-110</td>
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<td>61-90</td>
<td>91-120</td>
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<td>half-orc</td>
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<td>31-45</td>
<td>46-64</td>
<td>64-80</td>
<td></td>
</tr>
<tr>
<td>human</td>
<td>14-20</td>
<td>21-40</td>
<td>41-60</td>
<td>61-90</td>
<td>91-120</td>
<td></td>
</tr>
</tbody>
</table>

**Middle Aged**: Subtract 1 point of strength & constitution; add 1 point of intelligence & wisdom.

**Old**: Subtract 2 points of strength & dexterity, and 1 point of constitution; add 1 point of wisdom.

**Venerable**: Subtract 1 point of strength, dexterity, & constitution; add 1 point of intelligence & wisdom.
**Expanded Skill Information**

**Craft Skills:** A craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a profession skill.

**Skill Checks:** You can practice your trade and make a decent living, earning about half your check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The basic function of the craft skill, however, is to allow you to make an item of the appropriate type. In order to craft an item, you must first pay $\frac{1}{2}$ of the item's price for the cost of raw materials. All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -5 modifier. On the other hand, high-quality artisan's tools provide a +2 bonus on the craft skill check.

Each day you work on an item, make a craft skill roll. This roll is modified based on the complexity of the item, as indicated on the following table:

<table>
<thead>
<tr>
<th>Item</th>
<th>Craft Skill</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acid</td>
<td>Alchemy 1</td>
<td>-5</td>
</tr>
<tr>
<td>Antitoxin</td>
<td>Alchemy 1</td>
<td>-5</td>
</tr>
<tr>
<td>Ammonium</td>
<td>Ammonium</td>
<td>+2</td>
</tr>
<tr>
<td>Bow, long or short</td>
<td>Bowyer</td>
<td>-2</td>
</tr>
<tr>
<td>Bow, composite, long or short</td>
<td>Bowyer</td>
<td>-5</td>
</tr>
<tr>
<td>Crossbow</td>
<td>Weaponsmithing</td>
<td>-5</td>
</tr>
<tr>
<td>Greek fire</td>
<td>Alchemy 1</td>
<td>-10</td>
</tr>
<tr>
<td>Melee Weapon (wood hafted)</td>
<td>Weaponsmithing</td>
<td>-2</td>
</tr>
<tr>
<td>Melee Weapon (dagger, sword)</td>
<td>Weaponsmithing</td>
<td>-5</td>
</tr>
<tr>
<td>Ranged Weapon</td>
<td>Weaponsmithing</td>
<td>-5</td>
</tr>
<tr>
<td>Mechanical trap</td>
<td>Traps, trapsmith</td>
<td>+1</td>
</tr>
<tr>
<td>Very simple item (scarf, wood spoon)</td>
<td>Varies</td>
<td>+5</td>
</tr>
<tr>
<td>Typical item (chair, belt)</td>
<td>Varies</td>
<td>None</td>
</tr>
<tr>
<td>Complex item (lock, omate tapestry)</td>
<td>Varies</td>
<td>-10</td>
</tr>
</tbody>
</table>

* You must be a spellcaster to craft any of these items.
* Subtract the armor class bonus of the armor or shield
* Varies greatly depending on the trap's effectiveness.

If your craft check fails by 5 or more, no progress is made that day and $\frac{1}{2}$ silver pieces (or $\frac{1}{2}$ of the raw materials required, whichever is less) worth of the raw materials are ruined. If your craft check fails by 4 or less no progress is made that day but no raw materials are ruined.

After a successful check, your character creates goods equal worth of the raw materials as indicated on the following table:

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Complex item (lock, omate tapestry)</td>
<td>$\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Typical item (chair, belt)</td>
<td>$\frac{1}{5}$ of the item's price</td>
</tr>
<tr>
<td>Complex item (lock, omate tapestry)</td>
<td>$\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Acid</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Antitoxin</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Ammonium</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Bow, long or short</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Bow, composite, long or short</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Crossbow</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Greek fire</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Melee Weapon (wood hafted)</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Melee Weapon (dagger, sword)</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Ranged Weapon</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Mechanical trap</td>
<td>Varies $\frac{1}{2}$ of the item's price</td>
</tr>
<tr>
<td>Very simple item (scarf, wood spoon)</td>
<td>Varies</td>
</tr>
</tbody>
</table>

**Knowledge Skills:** Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of study:

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, spells, dragons, magical beasts)
- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Cosmology (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, extraplanar creatures, elementals, magic related to the planes)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Folklore (fairy lore, fey, folk tales, legendary creatures, superstitions)
- Local area (legends, personalities, inhabitants, laws, customs, traditions)
- Nature (animals, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottos, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

**Skill Checks:** Answering a question within your field of study has a bonus of $\pm 5$ (for really easy questions) or $\pm 10$ (for really tough questions). You can practice your trade and make a decent living, earning half of your knowledge check result in silver pieces per day of dedicated work. You know how to use the tools of your trade, how to perform the professor's daily tasks, how to supervise helpers, and how to handle common problems. Sages, engineers, translators, and surveyors all make a living off of their knowledge skills.

**Perform Skills:** Each of the nine categories of the perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (bouffonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harp, cittern, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

**Skill Checks:** You can impress audiences with your talent and skill in order to make a living through your performance skill. Each day of performing can net the character a number of silver pieces equal to half of his perform check (assuming a paying audience can be found or gathered). An evening's performance can net $\frac{1}{2}$ of this amount ($\frac{1}{4}$ of the character's perform check result in silver pieces). An exceptional musical instrument gives you a +2 bonus on perform skill checks that involve its use.

**Profession Skills:** While a craft skill represents ability in creating or making an item, a profession skill represents an aptitude in a vocation requiring a broader range of less-specific knowledge.

**Skill Checks:** You can practice your trade and make a decent living, earning about half your profession check result in silver pieces per day of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems. Untrained laborers and assistants earn an average of 1 silver piece per day.
## EXPANDED EQUIPMENT SECTION

### New Melee Weapons

<table>
<thead>
<tr>
<th>Type</th>
<th>Cost</th>
<th>Damage</th>
<th>Range</th>
<th>Weight</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor/Shield spikes</td>
<td>+50%</td>
<td>see below</td>
<td>-</td>
<td>see below</td>
<td></td>
</tr>
<tr>
<td>Medium Melee Weapons</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Harpoon</td>
<td>5gp</td>
<td>2d4+1</td>
<td>10' (2&quot;)</td>
<td>7 lbs.</td>
<td>see below</td>
</tr>
<tr>
<td>Large Melee Weapons</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mancatcher†</td>
<td>25gp</td>
<td>1d2</td>
<td>-</td>
<td>8 lbs.</td>
<td>see below</td>
</tr>
</tbody>
</table>

* subdual damage

† does double damage if set against charging opponents

† this weapon gives its user a +2 bonus to trip checks (See *Overbear or Trip Attacks* under *Nonlethal Combat*).

**Armor or Shield Spikes**: You can have spikes added to your armor or shield. Spiked shields have their damage die improved by 1 die type (d3 to d4, d4 to d6). Grappling or pummeling attacks made by a character in spiked armor deal 1d4+1 points of damage.

**Harpoon**: Rarely used on the battlefield, the harpoon is the weapon of sealers and whalers throughout the world. The head of a harpoon is hinged to lodge in a wound and fix the harpoon to its target. A roll of 5 or better on the attack roll indicates that the harpoon is stuck in the victim, and will cause an additional 1d6 damage if it is yanked or cut out of the wound (this is halved if removed by a skilled healer).

Usually, a strong line is attached to the harpoon so that the hunter can keep hold of his prey after striking with the weapon. If the head is stuck, the wielder can engage in an opposed strength contest with the target to pull him off his feet. When harpoons are used against Large creatures, the cord is usually tied off to the hunter's boat, which helps the hunter's strength check considerably.

**Mancatcher**: The mancatcher is a short pole-arm with two curving, fork-like prongs at the business end. The prongs are hinged so that they can be pushed tightly closed around the intended captive. The mancatcher only works against Medium sized creatures. Mancatcher attacks are made as a grappling attacking, ignoring armor bonuses to armor class.

If a hit is scored, the victim suffers the listed damage. Each round, the mancatcher's user can push and pull the victim about for an automatic 1d2 points of damage, and can try to pull/trip his victim by winning an opposed strength check.

Once caught, the victim loses all dexterity and shield adjustments to AC. He can only escape by hacking through the weapon's haft (AC 8, 10 hp) or making a strength check with a -5 penalty to pry himself free, which causes an additional 1d2 points of damage. Mancatchers are used by town watches and gendarmes to capture armed criminals.

### New Ranged Weapons

<table>
<thead>
<tr>
<th>Type</th>
<th>Cost</th>
<th>Damage</th>
<th>Range</th>
<th>Weight</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boomerang</td>
<td>5 sp</td>
<td>1d3</td>
<td>30' (6&quot;)</td>
<td>1 lb.</td>
<td></td>
</tr>
</tbody>
</table>

**Boomerang**: Another ancient hunting weapon, the boomerang is an aerodynamic club. It does not normally return to its thrower; a proficient user may make a dexterity check to set up a throw that will return in the event of a miss.

### Exceptional Equipment

Exceptional items are made by master craftsmen using the highest quality materials. As detailed in the *EXPANDED SKILL INFORMATION* section, on page 31, the raw materials required for the creation of an exceptional item must be, at least, 10 times more costly than is usual (5 times the usual price of the finished item instead of ½ the price of the finished item). Consequently, the finished, exceptional item costs at least 10 times its usual price.

Exceptional items are not magical in any way. However, only exceptional items may be enhanced to become magic armor and weapons.

**Weapons**: Exceptional weapons grant their user a +1 bonus on their “to hit” rolls with that weapon. This bonus is due to the weapon’s balance and fine craftsmanship, and does not allow its wielder to hit creatures only hit by magical weapons.

**Armor**: Exceptional armor weighs less than usual, its weight better distributed to facilitate movement in armor. Light armors and shields weigh 2 ½ lbs. less than usual while medium or heavy armors weigh 5 lbs. less. Exceptional armor does not automatically encumber its wearer, though its weight is considered when determining character’s encumbrance (see pages 39 & 50 of the *PLAYER’S HANDBOOK* for more details).

**Equipment**: Exceptional equipment grants its user a +2 bonus to tasks related to that equipment. Exceptional thieves’ picks, for example, grant a +2 bonus to all open locks and disable device checks, while exceptional sewing needles grant a +2 bonus to craft: tailor checks.
Special Materials

In addition to magic items created with spells, some substances have innate special properties. If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material.

Each of the special materials described below has a definite game effect. Some creatures are resistant to all but a special type of damage, such as that dealt by silver weapon. Others are especially vulnerable to weapons of a particular material, taking extra damage from such weapons. Characters may choose to carry several different types of weapons, depending upon the campaign and types of creatures they most commonly encounter.

**Adamantite:** This ultrahard metal adds to the quality of a weapon or suit of armor. Adamantite is so costly that weapons and armor made from it are always of exceptional quality; costing 25 times their usual cost.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantite. Weapons, armor, and shields normally made of steel that are made of adamantite gain a +5 bonus on all item saving throws due to their incredible durability.

**Bronzewood:** Bronzewood trees are slender until after many decades of growth. The average size is 40 feet, with branches growing at a 45 degree angle from the trunk. Bark is reddish brown and hard. Leaves are narrow and toothed, from eight to ten inches long. The wood of this tree is heavy and hard, so that only experts can work it properly. If it is carefully seasoned and especially dried the outer part will become almost as hard as hard metal, while the overall weight of the wood is unchanged. Weapons and armor crafted from bronzewood cost four times their usual cost, but are unaffected by spells that affect metal and are impervious to rust. Armor made of bronzewood may be worn by druids. Exceptional items crafted from bronzewood cost 40 times their usual cost.

**Cold-Iron:** This iron, mined deep underground, known for its effectiveness against fey and demonic creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make, and enchant, as their normal counterparts. As such, exceptional, cold-iron items cost 20 times their usual cost. Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not.

**Dragonhide:** Armorsmiths can work with the hides of dragons to produce armor or shields of exceptional quality. One adult dragon produces enough hide for a single suit of hide armor for 2 Medium or 4 Small creatures. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of exceptional heavy armor for 1 Medium-sized or 2 Small-sized creatures. In all cases, enough hide is available to produce 1 shield in addition to the armor, provided that the dragon is an adult.

Because dragonhide armor is not made of metal, druids can wear it without penalty and it is unaffected by spells and abilities that affect metal. In addition, it is impervious to rust. Dragonhide armor costs 10 times more than usual (provided that the dragonhide is provided by the person commissioning the armor’s creation), and confers a +2 bonus to saving throws versus attacks that match the dragon’s breath weapon type. As with all exceptional armor, dragonhide armor weighs less than is usual.

**Mithral:** Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. An item made from mithral weighs half as much as the same item made from other metals and is always of exceptional quality. Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a scythe cannot be.)

Weapons or armors fashioned from mithral are always exceptional items as well; costing 25 times their usual cost.

**Silver:** A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it damages creatures such as lycanthropes. The cost of silvering a weapon depends upon its size:

<table>
<thead>
<tr>
<th>Size</th>
<th>Purchase Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>10gp</td>
</tr>
<tr>
<td>Small</td>
<td>25gp</td>
</tr>
<tr>
<td>Medium</td>
<td>50gp</td>
</tr>
<tr>
<td>Large</td>
<td>100gp</td>
</tr>
<tr>
<td>Ammunition</td>
<td>+1gp each</td>
</tr>
</tbody>
</table>
MAGIC ITEM CREATION

FABRICATION OF MAGICAL ITEMS

It is an obvious premise of the game that magic items are made somewhere by someone or something. A properly run campaign will be relatively stringent with respect to the number of available magic items. So if a player wants an item sooner or later expresses a desire to manufacture their own. Do not tell them how this is to be accomplished! In order to find out, they must consult with an NPC sage (q.v.) or a high level character of the proper profession, the latter being detailed a bit hereafter.

Magic items are made by high level magic-users and clerics, including all subclasses of these two primary classes. This leaves an incredible range of magic items which player characters can aspire to. In order to manufacture, it is a sad fact, however, that these aspirations must be unsatisfied until the player character is able to cast spells of 5th level or higher (typically 9th level of spellcasting ability), in order to manufacture magic items (except with respect to potions and scrolls, as will be discussed hereafter).

To create magic items, spellcasters invest time, money, and their own personal energy (in the form of experience points). Note that nearly all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item’s creator (although access through another magic item or spellcaster is allowed).

While item creation costs are handled in detail below, note that normally the two primary factors are the caster level of the creator and the level of the spell or spells put into the item. A creator can create an item at a caster level lower than her own, but never lower than the minimum level needed to cast the needed spell.

The creator also needs a fairly quiet, comfortable, and well-light place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires one day per 1,000 gp in the item’s base price, with a minimum of at least one day. The caster works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive, and the creator can use the rest of his time as he sees fit.

The character must spend the gold and XP at the beginning of the construction process. A character can work on only one item at a time. If a character starts work on a new item, all materials used and XP spent on the under-construction item are wasted.

Artifacts and relics are of ancient manufacture, possibly from superior human or demi-human technology, perhaps of divine origin, thus artifacts, and relics cannot be made by players and come only from the Dungeon Master. The secrets of creating artifacts are long lost.

CREATION OF SINGLE-USE MAGICAL ITEMS

POTION CREATION

Potions (also known as salves, elixirs, ungents or ointments) may be made by any cleric, bard, druid, illusionist, magic-user or necromancer able to cast 4th level spells if he or she enlists the aid of any other magic user or spellcaster is allowed).

While item creation costs are handled in detail below, note that normally the two primary factors are the caster level of the creator and the level of the spell or spells put into the item. A creator can create an item at a caster level lower than her own, but never lower than the minimum level needed to cast the needed spell.

The creator also needs a fairly quiet, comfortable, and well-light place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires one day per 1,000 gp in the item’s base price, with a minimum of at least one day. The caster works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive, and the creator can use the rest of his time as he sees fit.

The character must spend the gold and XP at the beginning of the construction process. A character can work on only one item at a time. If a character starts work on a new item, all materials used and XP spent on the under-construction item are wasted.

Artifacts and relics are of ancient manufacture, possibly from superior human or demi-human technology, perhaps of divine origin, thus artifacts, and relics cannot be made by players and come only from the Dungeon Master. The secrets of creating artifacts are long lost.

SPECIFIC POTIONS

Charm Monster (Specific): While it is possible to create a potion of charm monster capable of charming any creature susceptible to the spell of that name, it is far more effective to create a potion that targets a specific type of creature (i.e. red dragons, sharks, zombies, humans) or group of creatures (i.e. plants, animals, undead, dragons, demihumans).

When a potion is created to charm a specific type of creatures, that creature suffers a –4 penalty to its saving throw versus the potion’s effect.

<table>
<thead>
<tr>
<th>Spell Level</th>
<th>Cost</th>
<th>Minimum Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>(50 gp + 10 sp + 5 XP) x caster level</td>
<td>1</td>
</tr>
<tr>
<td>2nd</td>
<td>(100 gp + 20 sp + 10 XP) x caster level</td>
<td>2</td>
</tr>
<tr>
<td>3rd</td>
<td>(150 gp + 30 sp + 15 XP) x caster level</td>
<td>3</td>
</tr>
<tr>
<td>4th</td>
<td>(200 gp + 40 sp + 20 XP) x caster level</td>
<td>4</td>
</tr>
<tr>
<td>5th</td>
<td>(250 gp + 60 sp + 25 XP) x caster level</td>
<td>5</td>
</tr>
<tr>
<td>6th</td>
<td>(300 gp + 80 sp + 30 XP) x caster level</td>
<td>6</td>
</tr>
<tr>
<td>7th</td>
<td>(350 gp + 100 sp + 35 XP) x caster level</td>
<td>7</td>
</tr>
<tr>
<td>8th</td>
<td>(400 gp + 120 sp + 40 XP) x caster level</td>
<td>8</td>
</tr>
<tr>
<td>9th</td>
<td>(450 gp + 140 sp + 45 XP) x caster level</td>
<td>9</td>
</tr>
</tbody>
</table>

Potion Creation Costs

Cost: 1,400 gp
Creation Cost: 700 gp + 280 XP

Delusion: This potion affects the mind of the character so that he believes the liquid is some other potion (cure light wounds, for example). In reality the potion has no effect other that deluding its imbiber.

Creation Requirements: Creator must be able to cast suggestion (caster level 5)
Purchase Cost: 750 gp
Creation Cost: 375 gp + 150 XP

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10’ radius, making them visible even if they are invisible. It likewise negates the effects of blur and displacement. (In this, it works just like the faerie fire spell). The dust also reveals invisible or ethereal objects within a 10’ radius, making them visible even if they are invisible. It likewise negates the effects of blur and displacement. (In this, it works just like the faerie fire spell). The dust also reveals invisible or ethereal objects within a 10’ radius, making them visible even if they are invisible.

Creation Requirements: Creator must be able to cast minor creation and detect invisibility (caster level 7)
Purchase Cost: 1,400 gp
Creation Cost: 700 gp + 280 XP
**Dust of Disappearance:** This dust looks just like dust of appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible (as improved invisibility). Normal vision cannot see dusted creatures or objects, nor can they be detected by magical means such as detect invisibility. Dust of appearance or true seeing, however, does reveal people and objects made invisible by dust of disappearance. Other factors, such as sound and smell, also allow possible detection. The improved invisibility bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn’t know when the duration will end.

**Creation Requirements:** Creator must be able to cast improved invisibility and invisibility 10’ radius (caster level 7)

**Purchase Cost:** 2,000 gp

**Creation Cost:** 1,000 gp + 400 XP

**Dust of Dryness:** This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against a water elemental or native of the elemental plane of water, the creature must make a constitution save with a -11 penalty or suffer 11d6 damage. The dust deals 5d6 points of damage to the creature if its saving throw succeeds.

**Creation Requirements:** Creator must be able to cast control water (caster level 11)

**Purchase Cost:** 2,000 gp

**Creation Cost:** 1,000 gp + 400 XP

**Dust of Illusion:** This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put dust of illusion on a creature, and that creature is affected as if by the change self spell, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a dexterity save with a –6 penalty to avoid the dust. The glamer lasts for 2 hours.

**Creation Requirements:** Creator must be able to cast change self (caster level 6)

**Purchase Cost:** 1,200 gp

**Creation Cost:** 600 gp + 240 XP

**Dust of Sneezing and Choking:** This fine dust appears to be dust of appearance. If cast into the air, it causes those within a 20’ radius circle to fall into fits of sneezing and coughing. Those failing a constitution save with a –7 penalty take 2d4 points of constitution damage immediately. In addition, those failing a second constitution save (at -7) 1 minute later are dealt an additional 1d4 points of constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

**Creation Requirements:** Creator must be able to cast poison (caster level 7)

**Purchase Cost:** 2,400 gp

**Creation Cost:** 1,200 gp + 480 XP

**Dust of Tracelessness:** This normal-looking dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a time, but with each question she is free to make a wisdom save. If one of these secondary saves is successful, she doesn’t break free of the truth-compelling enchantment but also doesn’t have to answer that particular question. No more than one question can be asked each round.

**Creation Requirements:** Creator must be able to cast zone of truth (caster level 6)

**Purchase Cost:** 600 gp

**Creation Cost:** 300 gp + 120 XP

**Heromism:** This potion gives the imbiber a temporary increase in life energy levels if he or she has fewer than 10 levels of experience. By drinking this potion, the character gains a +2 to their BH, a +2 bonus to all saves, and 2d10 (plus constitution modifier) temporary hit points for 2 minutes (12 rounds). While under the effects of the potion the character is proficient with all weapons and may use any armor or shield.

**Creation Requirements:** Creator must be able to cast Tenser’s Transformation (caster level 12)

**Purchase Cost:** 3,200 gp

**Creation Cost:** 1,600 gp + 640 XP

**Giant Strength:** When a giant strength potion is consumed the individual gains great strength. There are 6 types of giant strength potions available, with each potion granting the strength score and the ability to hurl boulders as a giant type indicated. The duration of the potion is 1 minute per caster level of the creator.

<table>
<thead>
<tr>
<th>Potion Type</th>
<th>Giant Type</th>
<th>Strength Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>Hill Giant</td>
<td>10</td>
</tr>
<tr>
<td>II</td>
<td>Stone Giant</td>
<td>20</td>
</tr>
<tr>
<td>III</td>
<td>Frost Giant</td>
<td>21</td>
</tr>
<tr>
<td>IV</td>
<td>Fire Giant</td>
<td>22</td>
</tr>
<tr>
<td>V</td>
<td>Cloud Giant</td>
<td>23</td>
</tr>
<tr>
<td>VI</td>
<td>Storm Giant</td>
<td>24</td>
</tr>
</tbody>
</table>

**Creation Requirements:** Creator must be able to cast polymorph (caster level 9 + type)

**Purchase Cost:** 1,800 gp + 200 gp/type

**Creation Cost:** (900 gp + 360 XP) + (100 gp + 40 XP)/type

**Invulnerability:** This potion confers immunity to non-magical weapons and attacks from creatures with no magical special attacks.

**Creation Requirements:** Creator must be able to cast protection from normal missiles and shield (caster level 10)

**Purchase Cost:** 1,500 gp

**Creation Cost:** 750 gp + 300 XP

**Keoghtom’s Ointment:** A jar of this unguent is 3” in diameter and 1” deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as neutralize poison). Applied to a diseased area, it cures disease (as cure disease). Rubbed on a wound, the ointment cures 2d8 points of damage (as cure moderate wounds).

**Creation Requirements:** Creator must be able to cast cure moderate wounds, neutralize poison & cure disease (caster level 5)

**Purchase Cost:** 2,500 gp

**Creation Cost:** 1,250 gp + 500 XP

**Longevity:** The longevity potion reduces the character’s game age by from 1d12 years when it is imbibed. The potion restores youth and vigor and is useful to counter magical aging attacks. The entire potion must be consumed to achieve the results. Should the character ever imbibe more than 1 longevity potion there is a 1 in 20 chance that the potion reverses the effects of all previous longevity potions.

**Creation Requirements:** Creator must be able to cast reincarnation or limited wish (caster level 13)

**Purchase Cost:** 2,500 gp

**Creation Cost:** 1,250 gp + 500 XP

**Nolzur’s Marvelous Pigments:** These magic emulsions enable their possessor to create actual, permanent objects simply by depicting them in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of marvelous pigments is sufficient to create a 1,000 cubic foot object by depicting it two-dimensionally over a 100 square foot surface. Only normal, inanimate objects can be created. Creatures can’t be created. The pigments must be applied to a surface. It takes 1 turn and a profession: painter check or dexterity check (with no level
bonus) to depict an object with the pigments. These pigments cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp. Items created are not magical; the effect is instantaneous.

Creation Requirements: Creator must be able to cast major creation or limited wish (caster level 15)
Purchase Cost: 4,000 gp
Creation Cost: 2,000 gp + 800 XP

Oil of Ethereality: This potion is actually a light oil which is applied externally to the dress and exposed flesh. It then confers ethereality as per the ethereal jaunt spell. The oil takes effect 3 rounds after application and it lasts for 15 rounds unless removed with a weak acidic solution prior to the expiration of its normal effective duration. It can be applied to objects as well as creatures, one potion is sufficient to anoint a normal human and such gear as he or she typically carries.

Creation Requirements: Creator must be able to cast ethereal jaunt (caster level 15)
Purchase Cost: 5,250 gp
Creation Cost: 2,625 gp + 1,050 XP

Oil of Slipperiness: This substance provides a +20 bonus on all checks made to escape bonds or grapple holds, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail in this situation, and the user can easily pass over or through such obstructions as webs (magical or otherwise).

Creation Requirements: Creator must be able to cast grease (caster level 6)
Purchase Cost: 1,000 gp
Creation Cost: 500 gp + 200 XP

Philter of Love: This potion is such as to cause the individual drinking it to become charmed by and enamored (as per the fascination ability of a 5th-level bard) with the first creature seen after consuming the draught if the creature is of similar race and of the opposite sex. Otherwise, the potion causes its imbiber to be charmed by the first person seen after drinking the potion. The charm effect lasts for 5 hours but the enamoring effect of the potion is permanent unless dispelled.

Creation Requirements: Creator must be able to cast suggestion (caster level 5)
Purchase Cost: 750 gp
Creation Cost: 375 gp + 150 XP

Poison: This potion has lost its once beneficial magical abilities and has become a potent poison. The imbiber must make a constitution save at -12 or take 1d10 points of constitution damage. A minute later he must save again (at -12) or take another 1d10 points of constitution damage.

Creation Requirements: Creator must be able to cast poison (caster level 12)
Purchase Cost: 5,000 gp
Creation Cost: 2,500 gp + 1,000 XP

Super-Heroism: This potion gives the individual a temporary increase in life energy levels (cf. heroism potion) if he or she has fewer than 13 levels of experience. It is otherwise the same as a heroism potion, but grants its user a +4 bonus to their BH, a +4 bonus to all saves, and 4d10 temporary hit points (plus modifiers for constitution) for its duration (3 minutes or 18 melee rounds).

Creation Requirements: Creator must be able to cast Tenser's Transformation (caster level 18)
Purchase Cost: 4,800 gp
Creation Cost: 2,400 gp + 960 XP

Sweet Water: This liquid is not actually a potion to be drunk (though if it is drunk it will taste good), but it is to be added to other liquids in order to change them to pure, drinkable water. It will neutralize poison and ruin magic potions (no saving throw allowed). The contents of the container will change up to 100,000 cubic feet of polluted, salt or alkaline water to fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but subject to later contamination or infusion after an initial period of 5d4 rounds.

Creation Requirements: Creator must be able to cast control water (caster level 7)
Purchase Cost: 1,400 gp
Creation Cost: 700 gp + 280 XP

Silversheen: This substance can be applied to a weapon as a standard action. It will give the weapon the properties of a silver weapon for 1 hour. One vial will coat a single melee weapon or 25 units of ammunition.

Creation Requirement: None (caster level 5)
Purchase Cost: 250 gp
Creation Cost: 125 gp + 50 XP

Sovereign Glue: This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of oil of slipperiness, and each time any of the bonding agent is poured from the flask, a new application of the oil of slipperiness must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of sovereign glue, when found, holds anywhere from 1 to 7 ounces of the stuff (1d6–1, minimum 1), with the other ounce of the flask's capacity taken up by the oil of slipperiness. One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except if universal solvent is used to dissolve it.

Creation Requirements: Creator must be able to cast mending (caster level 20)
Purchase Cost: 2,400 gp / ounce
Creation Cost: (1,200 gp + 480 XP) / ounce

 Unguent of Timelessness: When applied to any matter that was once alive this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat 8 Medium-sized or smaller objects. A Large object counts as two or more Medium-sized objects, depending upon its relative size.

Creation Requirements: None (caster level 3)
Purchase Cost: 150 gp
Creation Cost: 75 gp + 30 XP

Universal Solvent: This substance has the unique property of being able to dissolve sovereign glue.
Purchase Cost: 50 gp
Creation Cost: 25 gp + 10 XP
SCROLL CREATION

Scrolls are exceptional in that they are simply storage space for spells of one sort or another. Clerics, druids, magic-users, necromancers and illusionists inscribe scrolls with spells applicable to their particular professions. Cursed scrolls can be made by any sort of spell user noted above.

Scrolls may be inscribed only by characters of 7th or higher level, and the spells placed upon the scroll must be of a level which the inscribing character is able to employ, i.e. a 9th level magic-user could not place a 7th level spell on a scroll. (Note that the write spell enables the magic-user to inscribe his or her own reference works so as to be able to read and remember higher level spells than he or she is currently able to use; it does not enable casting or scroll inscription.) Spells need not be scribed at the spellcaster’s full caster level when creating scrolls, so long as the effective caster level is sufficient for the casting of the spell. As such, an 8th level magic-user may create a scroll of invisibility with an effective caster level of 3.

A scroll of spells may be inscribed only upon pure and unblemished papyrus, parchment, or vellum—the latter being the most desirable. Any mistake will doom the effort to failure. A fresh, virgin quill must be used for each spell transcribed. The quill must be from a creature of strange or magical nature, i.e. a griffon, harpy, hippocriff, pegasus, roc, sphinx of any sort, and similar monsters you elect to include (demons, devils, lammasu, etc.).

Ink is a very special requirement. Scroll spell ink, just as the ink for detailing spells in spell books, is compounded only by the scribe from secret and strange ingredients. The basic medium should be sepia from a giant squid or ink from a giant octopus. To this liquid must be added blood, powdered gems, herbal and spice infusions, draughts concocted from parts of monsters, and so on.

Formulas will be devised according to the dictates of the DM. Ingredients should suit the overall purpose of the ink. It is recommended that each different spell to be transcribed require a different ink compound—clerical spells requiring more venerated and holy materials, druid spells being basically rare roots and herbs in infusions, and so on. Garments, wrappings, dust, sweat, tears, teeth, fangs, organs, blood, and so forth are all ideal components.

Once material, quill, and ink are ready, the spell scribe must actually write the magical runes, glyphs, symbols, characters, pictograms, and words upon the surface of the scroll. Transcription must be from his or her spellbooks or upon an altar (for clerics and druids). Special candles and incense must be burning while the inscription is in progress. Clerics must have prayed and specially sacrificed to their deity, while magic-users must have drawn a magic circle and remain uninterrupted.

The creator must have prepared the spell to be scribed and must provide any material component or focus the spell requires. If casting the spell would reduce the creator’s XP total, she pays the cost upon beginning the scroll in addition to the XP cost for making the scroll itself. Likewise, a material component is consumed when she begins writing, but a focus is not. (A focus used in scribing a scroll can be reused.) The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from her currently prepared spells, just as if it had been cast.)

Scribing a scroll requires one day per each 1,000 gp of the base price.

<table>
<thead>
<tr>
<th>Spell Level</th>
<th>Price</th>
<th>Minimum Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>(12 gp, 10 sp) x caster level</td>
<td>1</td>
</tr>
<tr>
<td>1st</td>
<td>25 gp x caster level</td>
<td>1</td>
</tr>
<tr>
<td>2nd</td>
<td>50 gp x caster level</td>
<td>3</td>
</tr>
<tr>
<td>3rd</td>
<td>75 gp x caster level</td>
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<td>4th</td>
<td>100 gp x caster level</td>
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<td>125 gp x caster level</td>
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<td>6th</td>
<td>150 gp x caster level</td>
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<td>7th</td>
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<td>8th</td>
<td>200 gp x caster level</td>
<td>15</td>
</tr>
<tr>
<td>9th</td>
<td>225 gp x caster level</td>
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</tbody>
</table>

Scroll Creation Costs

<table>
<thead>
<tr>
<th>Spell Level</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>(6 gp, 5 gp + .25 XP) x caster level</td>
</tr>
<tr>
<td>1st</td>
<td>(12 gp, 10 gp + .5 XP) x caster level</td>
</tr>
<tr>
<td>2nd</td>
<td>(25 gp + 10 XP) x caster level</td>
</tr>
<tr>
<td>3rd</td>
<td>(37 gp, 10 sp + 15 XP) x caster level</td>
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<tr>
<td>4th</td>
<td>(50 gp + 20 XP) x caster level</td>
</tr>
<tr>
<td>5th</td>
<td>(62 gp, 10 sp + 25 XP) x caster level</td>
</tr>
<tr>
<td>6th</td>
<td>(75 gp + 30 XP) x caster level</td>
</tr>
<tr>
<td>7th</td>
<td>(87 gp, 10 sp + 35 XP) x caster level</td>
</tr>
<tr>
<td>8th</td>
<td>(100 gp + 40 XP) x caster level</td>
</tr>
<tr>
<td>9th</td>
<td>(112 gp, 10 sp + 45 XP) x caster level</td>
</tr>
</tbody>
</table>

Rod Creation Costs

<table>
<thead>
<tr>
<th>Rod Type</th>
<th>Price</th>
<th>Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Absorption</td>
<td>50,000 gp</td>
<td>15</td>
</tr>
<tr>
<td>Alertness</td>
<td>85,000 gp</td>
<td>15</td>
</tr>
<tr>
<td>Cancellation</td>
<td>11,000 gp</td>
<td>17</td>
</tr>
<tr>
<td>Enemy detection</td>
<td>23,500 gp</td>
<td>11</td>
</tr>
<tr>
<td>Flailing</td>
<td>50,000 gp</td>
<td>11</td>
</tr>
<tr>
<td>Flame extinguishing</td>
<td>15,000 gp</td>
<td>11</td>
</tr>
<tr>
<td>Lordly might</td>
<td>70,000 gp</td>
<td>19</td>
</tr>
<tr>
<td>Metal &amp; mineral detection</td>
<td>11,650 gp</td>
<td>10</td>
</tr>
<tr>
<td>Negation</td>
<td>37,000 gp</td>
<td>17</td>
</tr>
<tr>
<td>Rulership</td>
<td>60,000 gp</td>
<td>20</td>
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<tr>
<td>Security</td>
<td>61,000 gp</td>
<td>20</td>
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<tr>
<td>Serpent</td>
<td>13,000 gp</td>
<td>10</td>
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<tr>
<td>Splendor</td>
<td>25,000 gp</td>
<td>13</td>
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<tr>
<td>Thunder &amp; lightning</td>
<td>36,650 gp</td>
<td>10</td>
</tr>
<tr>
<td>Withholding</td>
<td>25,000 gp</td>
<td>13</td>
</tr>
<tr>
<td>Wonder</td>
<td>12,000 gp</td>
<td>10</td>
</tr>
</tbody>
</table>
Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear. The rod then nullifies the spell’s effect and stores its potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell’s level as the rod absorbs that spell’s energy. Absorption requires no action on the part of the user if the rod is in hand at the time. A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting.

Flaming weapon: Flaming weapons are mortal weapons that are infused with the power of fire. They can be used to strike creatures that are vulnerable to fire attacks, such as dragons and other flame-based creatures. Flaming weapons can also be used to create magical effects, such as a wall of fire or a fireball. Flaming weapons can be crafted from a variety of materials, such as obsidian and dragonhide. They are typically wielded by powerful beings, such as druids and sorcerers.

Fireball: A fireball is a magical weapon that can be used to destroy objects or creatures. It is created by a powerful spellcaster, who focuses their energy into a ball of fire. When the spell is cast, the fireball hurls into the air and travels towards its target. When it reaches the target, it explodes, causing damage to all creatures within a specified radius.

Flame Extinguishing: This rod can extinguish nonmagical fires (with a volume of 125 cubic feet or less) with a touch. For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod’s charges. Extinguishing a larger nonmagical fire, or a magic fire, such as that of a flaming weapon or a burning hands spell, requires 3 charges. Contiguous magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds (1 minute) and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must be holding his initiative (PLAYERS HANDBOOK, 52).

If the device is used upon a fire creature (a melee attack), it deals 6d6 points of damage to the creature. This use requires 3 charges. The wielder of this rod can expend up to 10 charges in any 24-hour period. Spent charges are renewed every day.

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Frightful presence (corporeal): The wielder of this rod can expend up to 10 charges in any 24-hour period. Each use has a 10% chance of failing. Failure means that the wielder must spend 1d4 + 1 hours in a nearby checkerboard to regain the power. If the device is used upon a fire creature (a melee attack), it deals 6d6 points of damage to the creature. This use requires 3 charges. The wielder of this rod can expend up to 10 charges in any 24-hour period. Spent charges are renewed every day.

Frightful presence (ethereal): The wielder of this rod can expend up to 10 charges in any 24-hour period. Each use has a 10% chance of failing. Failure means that the wielder must spend 1d4 + 1 hours in a nearby checkerboard to regain the power. If the device is used upon a fire creature (a melee attack), it deals 6d6 points of damage to the creature. This use requires 3 charges. The wielder of this rod can expend up to 10 charges in any 24-hour period. Spent charges are renewed every day.

Gentle repulsion: Gentle repulsion is a spell-like effect that allows a wielder to push an opponent without causing harm. This effect is used to gain a tactical advantage or to defend against threats. Gentle repulsion can be used to push a single opponent or to repel multiple targets. The wielder must expend 1 charge for each target that is to be repelled.

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The following other functions of the rod also have no limit on the number of times they can be employed.

Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengths to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.

The ladder function can be used to force open doors. The wielder plants the rod’s base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength modifier of +10.

When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Creation Requirements: Creator must be able to cast cause light wounds, flame blade or improved enchanted weapon, hold person, and fear.

Metal and Mineral Detection: This rod pulses in the wielder’s hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific metal or mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires 1 round of concentration.

Creation Requirements: Creator must be able to cast locate object.

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged attack). The ray functions as an improved dispel magic spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have held their initiative in anticipation of that item’s use. The dispel check uses the rod’s caster level (15th). The target item gets no saving throw, although the rod can’t negate artifacts (even minor artifacts). The rod can function three times per day.

Creation Requirements: Creator must be able to cast improved dispel magic, limited wish or miracle.

Rulership: This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 200 feet when she activates the device (taking 1 round). Creatures totaling 200 Hit Dice can be ruled, but creatures with Intelligence scores of 15 or higher, or of 10 hit dice/levels or higher, are entitled to a charisma save at -20 to negate the effect.

Rules of creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 20 days before crumbling to dust.

Creation Requirements: Creator must be able to cast mass charm.

Security: This item creates a nondimensional space, a pocket paradise. There the rod’s possessor and as many as 190 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down.

In this pocket paradise, creatures don’t age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod takes 1 round and causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or chain to be affected by the rod. Unwilling creatures get a wisdom (for cleric-made rods) or intelligence save (for rods crafted by magic-users) at -20 to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.

When the rod’s effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod’s possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

Creation Requirements: Creator must be able to cast gate.

Serpent: This rod is longer than normal rods and comes in two varieties: python and adder. Both varieties are about 4 feet long and weigh 10 pounds. They strike as a +1 quarterstaves. If the user throws the rod to the ground it grows to become either a giant constrictor or a giant adder (see the MONSTER MANUAL for details on either serpent) by the end of the round. The snake obeys all commands of the owner. (In animal form, it retains the +1 bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form whenever the wielder desires (this transformation takes 1 round), or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. Only good creatures may use the python variety of the rod while only evil creatures may use the adder variety of the serpent rod.

Creation Requirements: Creator must be able to cast polymorph any object or sticks to snakes. The creator must be good to a create a python serpent rod or evil to create an adder python rod.

Splendor: The possessor of this rod gains a +2 bonus to his Charisma score for as long as he holds or carries the item. Once per day, the rod creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels. Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from her.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 x 1,000 gp)—1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Creation Requirements: Creator must be able to cast friends and major creation or Mordenkainen’s magnificent mansion.

Thunder and Lightning: Constructed of iron set with silver rivets, this rod has the properties of a +2 horseman’s mace. Its other magical powers are as follows.

Thunder: Once per day, the rod can strike a +3 horseman’s mace, and the opponent struck is stunned from the noise of the rod’s impact (a constitution check at -10 negates this). This power can be activated automatically and it works if the wielder strikes an opponent within 1 round.

Lightning: Once per day, when the wielder desires, a short spark of electricity can leap forth, when the rod strikes an opponent to deal the normal damage for a +2 horseman’s mace and an extra 2d6 points of electricity damage. If the wielder misses his target by 5 or less, the lightning damage is still applied to the target. This power can be activated automatically and it works if the wielder strikes an opponent within 1 round.
Thunderclap: Once per day the wielder can cause the rod to give out a deafening noise, just as a shout spell cast by a 10th level caster. This use takes 1 round to activate.

Lightning Stroke: Once per day the wielder can cause the rod to shoot out a lightning bolt that functions as if cast by a 10th level caster. This use takes 1 round to activate.

Thunder and Lightning: Once per week as a standard action, the wielder of the rod can combine the thunderclap described above with a lightning bolt, as in the lightning stroke. The thunderclap affects all within 10 feet of the bolt. The lightning stroke deals 10d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 30 to 60 points), and the thunderclap deals 2d6 points of sonic damage. A single dexterity save at -10 negates both effects.

Creation Requirements: Creator must be able to cast lightning bolt and shout.

Withering: A rod of withering acts as a +1 horseman's mace. If 1 charge is expended, the creature sticks will age 10 years unless it makes a constitution save at -13. If 2 charges are expended, the creature is affected by the wither spell unless it makes a constitution save at -13. Note that ageless creatures (undead, demons, devils, etc.) cannot be aged or withered. Each effect of the staff is cumulative, so that 3 charges will score damage, age, and wither. Aging a dwarf is of little effect, while aging a dragon could actually aid the creature.

Creation Requirements: Creator must be able to cast wither.

Wonder: A rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Activating the rod takes 1 round and all saves are made with a -10 modifier. Typical powers of the rod include the following.

<table>
<thead>
<tr>
<th>d%</th>
<th>Wondrous Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td>Slow creature pointed at for 10 rounds. Intelligence negates.</td>
</tr>
<tr>
<td>06-10</td>
<td>Faerie fire surrounds the target.</td>
</tr>
<tr>
<td>11-15</td>
<td>Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).</td>
</tr>
<tr>
<td>16-20</td>
<td>Gust of wind emanates from the rod. Strength negates.</td>
</tr>
<tr>
<td>21-25</td>
<td>Welder learns target's surface thoughts (as with ESP) for 1d4 rounds (no save).</td>
</tr>
<tr>
<td>26-30</td>
<td>Sinking cloud appears 30' away. Constitution negates.</td>
</tr>
<tr>
<td>31-33</td>
<td>Heavy rain falls for 1 round in 60 to 90 points, and the thunderclap deals 2d6 points of damage.</td>
</tr>
<tr>
<td>34-36</td>
<td>Summon an animal—a rhino (1-5 on d20), elephant (6-10), or a wave (1-20).</td>
</tr>
<tr>
<td>37-46</td>
<td>Lightning bolt, caster level 10. Dexterity save for 1/2 damage.</td>
</tr>
<tr>
<td>47-49</td>
<td>Stream of 60 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 30'. Dexterity negates.</td>
</tr>
<tr>
<td>50-53</td>
<td>Enlarge person if within 60'. Intelligence negates.</td>
</tr>
<tr>
<td>54-58</td>
<td>Darkness 15' radius centered 30' away from rod.</td>
</tr>
<tr>
<td>59-62</td>
<td>Grass grows in 160 square foot area before the rod, or grass existing there grows to ten times normal size.</td>
</tr>
<tr>
<td>63-65</td>
<td>Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cubic feet in size.</td>
</tr>
<tr>
<td>66-69</td>
<td>Reduce wielder to 1/12 height (no save).</td>
</tr>
<tr>
<td>70-79</td>
<td>Fireball at target or 100' straight ahead, 10d6 damage. Dexterity save for half damage.</td>
</tr>
<tr>
<td>80-84</td>
<td>Invisibility covers rod wielder.</td>
</tr>
<tr>
<td>85-87</td>
<td>Leaves grow from target if within 60' of rod. These last 24 hours.</td>
</tr>
<tr>
<td>88-90</td>
<td>10d4 gems, value 1 gp each, shoot forth in a 30' long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets. Dexterity save for 1/2 damage.</td>
</tr>
<tr>
<td>91-95</td>
<td>Shimmering colors dance and play over a 40' area in front of rod. Creatures therein are blinded for 1d6 rounds. Wisdom negates.</td>
</tr>
<tr>
<td>96-97</td>
<td>Welder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).</td>
</tr>
<tr>
<td>98-00</td>
<td>Flesh to stone (or stone to flesh if target is stone already) if target is within 60'. Wisdom negates.</td>
</tr>
</tbody>
</table>

Creation Requirements: Creator must be able to cast confusion and be chaotic.

**STAFF CREATION**

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

- Staffs are about 5' or 6' long and as thick as a young sapling, i.e. about an inch and a half at the base, tapering to an inch at the tip, although they can be of nearly equal diameter throughout, knurled, etc.

- Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel.

To create a magic staff, a character needs a supply of materials, the most obvious being a staff or the pieces of the staff to be assembled. The cost for the materials is subsumed in the cost for creating the staff. Staffs are always fully charged (50 charges) when created.

The caster level of all spells in a staff must be the same, and no staff can have a caster level of less than 10th, even if all the spells in the staff are low-level spells.

The creator must have prepared the spells to be stored and must provide any focus the spells require as well as material and XP component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends). This is in addition to the XP cost for making the staff itself.

Material components are consumed when he begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff’s creation. Those spell slots are expended from his currently prepared spells, just as if they had been cast.

Creating a few staffs may entail other prerequisites beyond spellcasting. See the individual descriptions for details. Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 10th.

Standard staffs are described below.

**Nonstandard Staffs:** Use the following formula to determine the creation costs for nonstandard staffs. Creating a staff costs half the Purchase Cost listed, +1 XP for every 2 1/2 gp of its creation cost.

\[ (375 gp) \times (\text{highest spell level} + (1.5 \times \text{next highest spell level}) + (0.5 \times \text{all of the remaining spells' levels}) \times (\text{the caster level of the item}) \]

Crafting a staff requires one day for each 1,000 gp of the base price.

<table>
<thead>
<tr>
<th>Staff Purchase Costs</th>
<th>Staff</th>
<th>Purchase Cost</th>
<th>Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abjuration</td>
<td>65,000 gp</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>Charming</td>
<td>16,500 gp</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Conjuration</td>
<td>65,000 gp</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>Defense</td>
<td>58,250 gp</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>Divination</td>
<td>73,500 gp</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>Earth and stone</td>
<td>80,500 gp</td>
<td>11</td>
<td></td>
</tr>
<tr>
<td>Enchantment</td>
<td>65,000 gp</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>Evocation</td>
<td>65,000 gp</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>Fire</td>
<td>21,750 gp</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Frost</td>
<td>56,250 gp</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Healing</td>
<td>34,750 gp</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Illumination</td>
<td>48,250 gp</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>Illusion</td>
<td>65,000 gp</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>Life</td>
<td>155,750 gp</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>Necromancy</td>
<td>65,000 gp</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>Nonstandard staffs</td>
<td>see above varies</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Passage</td>
<td>170,500 gp</td>
<td>17</td>
<td></td>
</tr>
<tr>
<td>Power</td>
<td>211,000 gp</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>Size alteration</td>
<td>36,250 gp</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Swarming insects</td>
<td>27,500 gp</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Transmutation</td>
<td>65,000 gp</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>Woodlands</td>
<td>101,250 gp</td>
<td>13</td>
<td></td>
</tr>
</tbody>
</table>
**Staff Creation Costs**

<table>
<thead>
<tr>
<th>Staff</th>
<th>Creation Cost</th>
<th>Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abjuration</td>
<td>32,500 gp + 13,000 XP</td>
<td>13</td>
</tr>
<tr>
<td>Chaming</td>
<td>8,250 gp + 3,300 XP</td>
<td>10</td>
</tr>
<tr>
<td>Conjuration</td>
<td>32,500 gp + 13,000 XP</td>
<td>13</td>
</tr>
<tr>
<td>Defense</td>
<td>29,125 gp + 11,650 XP</td>
<td>15</td>
</tr>
<tr>
<td>Divination</td>
<td>36,750 gp + 14,700 XP</td>
<td>13</td>
</tr>
<tr>
<td>Earth and stone</td>
<td>40,250 gp + 16,100 XP</td>
<td>11</td>
</tr>
<tr>
<td>Enchantment</td>
<td>32,500 gp + 13,000 XP</td>
<td>13</td>
</tr>
<tr>
<td>Evocation</td>
<td>32,500 gp + 13,000 XP</td>
<td>13</td>
</tr>
<tr>
<td>Fire</td>
<td>10,875 gp + 4,350 XP</td>
<td>10</td>
</tr>
<tr>
<td>Frost</td>
<td>28,125 gp + 11,250 XP</td>
<td>10</td>
</tr>
<tr>
<td>Healing</td>
<td>17,375 gp + 6,950 XP</td>
<td>10</td>
</tr>
<tr>
<td>Illumination</td>
<td>24,125 gp + 9,650 XP</td>
<td>15</td>
</tr>
<tr>
<td>Illusion</td>
<td>32,500 gp + 13,000 XP</td>
<td>13</td>
</tr>
<tr>
<td>Life</td>
<td>77,875 gp + 31,150 XP</td>
<td>13</td>
</tr>
<tr>
<td>Necromancy</td>
<td>32,500 gp + 13,000 XP</td>
<td>13</td>
</tr>
</tbody>
</table>

**Abjuration:** Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:
- Shield (1 charge)
- Resist energy (1 charge)
- Dispel magic (1 charge)
- Lesser globe of invulnerability (2 charges)
- Dismissal (2 charges)
- Repulsion (3 charges)

Creation Requirements: Creator must be able to cast dismissal, dispel magic, lesser globe of invulnerability, resist energy, repulsion, and shield.

**Chaming:** Made of twisted wood omately shaped and carved, this staff allows use of the following spells:
- Charm person (1 charge)
- Charm monster (2 charges)

Creation Requirements: Creator must be able to cast charm person, and charm monster.

**Conjuration:** This staff is usually made of ash or walnut and bears omate carvings of many different kinds of creatures. It allows use of the following spells:
- Unseen servant (1 charge)
- Summon swarm (1 charge)
- Stinking cloud (1 charge)
- Minor creation (2 charges)
- Cloudkill (2 charges)
- Monster Summoning V (3 charges)

Creation Requirements: Creator must be able to cast cloudkill, monster summoning V, stinking cloud, summon swarm, and unseen servant.

**Defense:** The staff of defense is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:
- Sanctuary (1 charge)
- Shield (1 charge)
- Shield of faith (1 charge)
- Iron body (3 charges)

Creation Requirements: Creator must be able to cast sanctuary, shield, shield of faith, and iron body.

**Divination:** Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:
- Detect secret doors (1 charge)
- Locate object (1 charge)
- Tongues (1 charge)
- Locate creature (2 charges)
- Praying eyes (2 charges)
- True seeing (3 charges)

Creation Requirements: Creator must be able to cast detect secret doors, locate creature, locate object, praying eyes, tongues, true seeing.

**Earth and Stone:** This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:
- Passwall (1 charge)
- Move earth (1 charge)

Creation Requirements: Creator must be able to cast move earth and passwall.

**Enchantment:** Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:
- Sleep (1 charge)
- Tasha’s hideous laughter (1 charge)
- Suggestion (1 charge)
- Charm monster (2 charges)
- Mind fog (2 charges)
- Mass suggestion (3 charges)

Creation Requirements: Creator must be able to cast charm monster, mass suggestion, mind fog, sleep, suggestion, Tasha’s hideous laughter.

**Evocation:** Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:
- Magic missile (1 charge)
- Shatter (1 charge)
- Fireball (1 charge)
- Ice storm (2 charges)
- Wall of force (2 charges)
- Chain lightning (3 charges)

Creation Requirements: Creator must be able to cast chain lightning, fireball, ice storm, magic missile, shatter, and wall of force.

**Fire:** Crafted from bronzewood with brass bindings, this staff allows use of the following spells:
- Burning hands (1 charge)
- Fireball (1 charge)
- Wall of fire (2 charges)

Creation Requirements: Creator must be able to cast burning hands, fireball, wall of fire.

**Frost:** Tipped on either end with a glistening diamond, this rune- covered staff allows use of the following spells:
- Ice storm (1 charge)
- Wall of ice (1 charge)
- Cone of cold (2 charge)

Creation Requirements: Creator must be able to cast cone of cold, ice storm, and wall of ice.

**Healing:** This white ash staff, with inlaid silver runes, allows use of the following spells:
- Lesser restoration (1 charge)
- Cure serious wounds (1 charge)
- Cure blindness/deafness (2 charges)
- Cure disease (3 charges)

Creation Requirements: Creator must be able to cast cure serious wounds, lesser restoration, cure blindness/deafness, and cure disease.

**Illumination:** This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:
- Dancing lights (1 charge)
- Light (1 charge)
- Continual light (2 charges)
- Sunburst (3 charges)

Creation Requirements: Creator must be able to cast dancing lights, continual light, light, and sunburst.

**Illusion:** This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:
- Change Self (1 charge)
- Mirror image (1 charge)
- Improved Phantasmal Force (1 charge)
- Rainbow pattern (2 charges)
- Persistent Image (2 charges)
- Mislead (3 charges)
Swarming Insects: Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:
- Summon insects (1 charge)
- Disintegrate (3 charges)
Creation Requirements: Creator must be able to cast insect plague, summon insects.

Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells:
- Run (1 charge)
- Alter self (1 charge)
- Blink (1 charge)
- Polymorph (2 charges)
- Disintegrate (3 charges)
- Polymorph any object (3 charges)
Creation Requirements: Creator must be able to cast alter self, polymorph any object, blink, disintegrate, run, and polymorph.

Woodlands: Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:
- Calm animals (1 charge)
- Speak with animals (1 charge)
- Barkskin (2 charges)
- Wall of thorns (3 charges)
- Animal summoning III (3 charges)
- Animant plants (4 charges)
Creation Requirements: Creator must be able to cast alter self, barkskin, calm animals, pass without trace, speak with animals, animal summoning III, and wall of thorns.

Creating Wands

A typical wand is 6” to 12” long and about ¼” thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes.

Wands may only be created by characters of 10th or higher level. The spells placed within a given wand must be of 4th level or lower. Spells placed within a wand need not be cast at the spellcaster’s full caster level, so long as the effective caster level is sufficient for the casting of the spell. As such, an 18th level magic-user may create a wand of invisibility with an effective caster level of 3. Wands are always fully charged (100 charges) when created.

The creator must have prepared the spell to be stored and must provide any focuses the spell requires. One hundred of each needed material component are required, one for each charge. If the spell would reduce the caster’s XP total, he pays the cost (multiplied by 100) upon beginning the wand in addition to the XP cost for making the wand itself. Likewise, material components are consumed when she begins working, but focuses are not. (A focus used in creating a wand can be reused.) The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day devoted to the wand’s creation. Crafting a wand requires one day per each 1,000 gp of the base price.

Wand Purchase Costs

<table>
<thead>
<tr>
<th>Spell Level</th>
<th>Price</th>
<th>Minimum Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>750 gp x caster level</td>
<td>1</td>
</tr>
<tr>
<td>1st</td>
<td>1,500 gp x caster level</td>
<td>1</td>
</tr>
<tr>
<td>2nd</td>
<td>3,000 gp x caster level</td>
<td>3</td>
</tr>
<tr>
<td>3rd</td>
<td>4,500 gp x caster level</td>
<td>5</td>
</tr>
<tr>
<td>4th</td>
<td>6,000 gp x caster level</td>
<td>7</td>
</tr>
</tbody>
</table>

Wand Creation Costs

<table>
<thead>
<tr>
<th>Spell Level</th>
<th>Cost</th>
<th>Minimum Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>(375 gp + 150 XP) x caster level</td>
<td>1</td>
</tr>
<tr>
<td>1st</td>
<td>(750 gp + 300 XP) x caster level</td>
<td>1</td>
</tr>
<tr>
<td>2nd</td>
<td>(1,500 gp + 600 XP) x caster level</td>
<td>3</td>
</tr>
<tr>
<td>3rd</td>
<td>(2,250 gp + 900 XP) x caster level</td>
<td>5</td>
</tr>
<tr>
<td>4th</td>
<td>(3,000 gp + 1200 XP) x caster level</td>
<td>7</td>
</tr>
</tbody>
</table>
**CREATION OF PERMANENT MAGICAL ITEMS**

**ARMOR CREATION**

To create magic armor, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into magic armor must be exceptional armor, and the cost of this armor is added to the base price of the enchantment to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor.

Creating magic armor has a special prerequisite: The creator's caster level must be at least 9 + the magical bonus of the armor. Note that no suit of armor or shield may have a bonus greater than +5 and non-metal armor or shields may not have a bonus greater than +3.

If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast, must provide any material components or focus the spells require, and must pay any XP costs required for the spells. The act of working on the armor triggers the prepared spells, making them unavailable for casting during each day of the armor's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.) Creating some armor may entail other prerequisites beyond or other spellcasting. See the individual descriptions for details.

Enchanting exceptional armor requires one day for each 1,000 gp value of the base price.

**MAGIC ARMOR PURCHASE COSTS**

<table>
<thead>
<tr>
<th>Magical Bonus</th>
<th>Price*</th>
<th>Minimum Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>1,000 gp</td>
<td>10</td>
</tr>
<tr>
<td>+2</td>
<td>4,000 gp</td>
<td>11</td>
</tr>
<tr>
<td>+3</td>
<td>9,000 gp</td>
<td>12</td>
</tr>
<tr>
<td>+4</td>
<td>16,000 gp</td>
<td>13</td>
</tr>
<tr>
<td>+5</td>
<td>25,000 gp</td>
<td>14</td>
</tr>
</tbody>
</table>

* not including the cost of the exceptional armor or shield

**MAGIC ARMOR CREATION COSTS**

<table>
<thead>
<tr>
<th>Magical Bonus</th>
<th>Cost*</th>
<th>Minimum Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>500 gp + 200 XP</td>
<td>10</td>
</tr>
<tr>
<td>+2</td>
<td>2,000 gp + 800 XP</td>
<td>11</td>
</tr>
<tr>
<td>+3</td>
<td>4,500 gp + 1,800 XP</td>
<td>12</td>
</tr>
<tr>
<td>+4</td>
<td>8,000 gp + 3,200 XP</td>
<td>13</td>
</tr>
<tr>
<td>+5</td>
<td>12,500 gp + 5,000 XP</td>
<td>14</td>
</tr>
</tbody>
</table>

* not including the cost of the exceptional armor or shield

**SPECIFIC ARMORS**

**Armor of Arrow Attraction:** Magical analysis indicates that this armor is a normal suit of +3 full plate. However, the armor is cursed. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a -15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest.

Creation Requirements: Must be able to cast cure (caster level 12)
Purchase Cost: 9,000 gp*
Creation Cost: 4,500 gp* + 1,800 XP

**Amor of Rage:** This armor is similar in appearance to armor of command and functions as a suit of +1 full plate. However, when it is worn, the armor causes the character to take a -2 penalty to all charisma checks made to influence others. All unfriendly characters within 300' have a +1 bonus on attack rolls against him.

The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of his problems, nor do foes understand the reason for the depth of their enmity.

Creation Requirements: Must be able to cast cure (caster level 10)
Purchase Cost: 1,600 gp*
Creation Cost: 800 gp* + 320 XP

**Banded Mail of Luck:** Ten 100 gp gems adorn this +3 banded mail. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.

Creation Requirements: Must be able to cast bless (caster level 12)
Purchase Cost: 12,000 gp*
Creation Cost: 6,000 gp* + 2,400 XP

**Breasteat of Command:** This finely crafted +2 breastplate radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 bonus on all charisma ability checks, including saves.

Friendly troops within 360' of the user become braver than normal (+2 to all charisma saves versus fear). Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function.

Creation Requirements: Must be able to cast mass charm (caster level 15)
Purchase Cost: 25,000 gp*
Creation Cost: 12,500 gp* + 5,000 XP

**Celestial Armor:** This bright silver or gold +3 chainmail is so fine and light that it can be worn under normal clothing without betraying its presence. It is considered light armor for the purposes of encumbrance and may be worn by all proficient in the use of light armor.

It weighs only 20 pounds, and it allows the wearer to use fly on command (as the spell) once per day for up to 5 minutes (30 rounds).

Creation Requirements: Must be able to cast fly (caster level 5), must be created by a caster of 14th level or greater
Purchase Cost: 25,000 gp*
Creation Cost: 12,500 gp* + 5,000 XP

**Demon Armor:** This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This +4 full plate allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if she had been struck by a cause disease spell (a constitution save at -13 negates). Use of cause disease requires a normal melee attack with the claws. The "claws" are built into the armor's vambraces and gauntlets.

The armor drains 1 level from any nonevil creature wearing it. This drained level persists as long as the armor is worn and disappears when the armor is removed. The drained level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the armor is worn.

Creation Requirements: Must be able to cast cause disease (caster level 13)
Purchase Cost: 50,000 gp*
Creation Cost: 25,000 gp* + 10,000 XP

**Mithral Full Plate of Speed:** The wearer of this fine set of +1 mithral full plate can act as though affected by a haste spell for up to 10 rounds each day. The haste effect need not be used in consecutive rounds and requires no time to activate each round (though the wearer must declare when they are activating or deactivating the haste effect).

This armor is considered medium armor for the purposes of encumbrance and weighs 25 pounds.

Creation Requirements: Must be able to cast haste (caster level 10)
Purchase Cost: 25,000 gp*
Creation Cost: 12,500 gp* + 5,000 XP

**Plate Armor of the Deep:** This +1 full plate is decorated with a wave and fish motif. The wearer of plate armor of the deep is treated as unarmored when making strength checks to swim. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

Creation Requirements: Must be able to cast freedom of movement (caster level 11)
Purchase Cost: 25,000 gp*
Creation Cost: 12,500 gp* + 5,000 XP

**Platemail of Etherealness:** Platemail of etherealness is seemingly normal +5 armor, but if a command word is spoken, the suit enables
its wearer and all non-living items he wears and carries to become ethereal, as per the ethereal jaunt spell, once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Creation Requirements: Must be able to cast ethereal jaunt (caster level 13), creator must be 14th level or greater

Purchase Cost: 75,000 gp
Creation Cost: 37,500 gp + 15,000 XP

**Platemail of Vulnerability:** This armor appears to every test to be magical +1 armor, but it is actually cursed platemail that provides no protection to its wearer.

Creation Requirements: Must be able to cast curse (caster level 10)

Purchase Cost: 1,600 gp
Creation Cost: 800 gp + 320 XP

**WEAPON CREATION**

To create a magic weapon, a character needs a heat source and some iron, wood, or leatherworking tools. She also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled. Only an exceptional weapon can become a magic weapon, and the exceptional weapon cost is added to the total cost to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon according to the weapon's total effective bonus.

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least 9 + the magical bonus (or equivalent bonus) of the weapon.

A magic weapon must have at least a +1 bonus to have any of the abilities listed on the Weapon Special Ability Table. Note that no magic weapon may have a bonus greater than +5, though it may have an equivalent bonus of +6 or greater due to Special Abilities, and non-metal weapon may not have a bonus, including equivalent bonuses due to Special Abilities, greater than +3.

If spells are involved in the prerequisites for making the weapon, the creator must have prepared the spells to be cast but need not provide any material components or foci the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the weapon triggers the prepared spells, making them available for casting during each day of the weapon's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

At the time of creation, the creator must decide if the weapon glows or not as a side-effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

Creating some weapons may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details. Creating magical armor costs half the Purchase Cost listed, +1 XP for every 2 ½ gp of its creation cost. Crafting a magic weapon requires one day for each 1,000 gp value of the base price.

**MAGIC WEAPON CREATION COSTS**

<table>
<thead>
<tr>
<th>Magical Bonus or Equivalent</th>
<th>Price*</th>
<th>Minimum Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>2,000 gp</td>
<td>10</td>
</tr>
<tr>
<td>+2</td>
<td>8,000 gp</td>
<td>11</td>
</tr>
<tr>
<td>+3</td>
<td>32,000 gp</td>
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<td>+4</td>
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<tr>
<td>+5</td>
<td>72,000 gp</td>
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<tr>
<td>+6</td>
<td>98,000 gp</td>
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<tr>
<td>+7</td>
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<tr>
<td>+8</td>
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<tr>
<td>+9</td>
<td>200,000 gp</td>
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</tr>
<tr>
<td>+10</td>
<td>250,000 gp</td>
<td>19</td>
</tr>
</tbody>
</table>

*not including the cost of the exceptional weapon. The price listed above is for 1 weapon or for 50 arrows or bolts

* A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

**MAGIC WEAPON PURCHASE & CREATION COSTS**

<table>
<thead>
<tr>
<th>Special Ability</th>
<th>Base Price Modifier*</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bane</td>
<td>+1 bonus</td>
<td></td>
</tr>
<tr>
<td>Defending</td>
<td>+1 bonus</td>
<td></td>
</tr>
<tr>
<td>Distance</td>
<td>+2 bonus</td>
<td>ranged weapon only</td>
</tr>
<tr>
<td>Flaming</td>
<td>+1 bonus</td>
<td></td>
</tr>
<tr>
<td>Frost</td>
<td>+1 bonus</td>
<td></td>
</tr>
<tr>
<td>Ghost touch</td>
<td>+2 bonus</td>
<td></td>
</tr>
<tr>
<td>Merciful</td>
<td>+2 bonus</td>
<td></td>
</tr>
<tr>
<td>Returning</td>
<td>+2 bonus</td>
<td>thrown weapon only</td>
</tr>
<tr>
<td>Shock</td>
<td>+2 bonus</td>
<td></td>
</tr>
<tr>
<td>Seeking</td>
<td>+2 bonus</td>
<td>ranged weapon only</td>
</tr>
<tr>
<td>Spell storing</td>
<td>+3 bonus</td>
<td>melee weapon only</td>
</tr>
<tr>
<td>Throwing</td>
<td>+3 bonus</td>
<td></td>
</tr>
<tr>
<td>Thundering</td>
<td>+3 bonus</td>
<td></td>
</tr>
<tr>
<td>Disruption</td>
<td>+2 bonus</td>
<td>bludgeoning weapon only</td>
</tr>
<tr>
<td>Wounding</td>
<td>+2 bonus</td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>+3 bonus</td>
<td></td>
</tr>
<tr>
<td>Brilliant energy</td>
<td>+4 bonus</td>
<td>see below</td>
</tr>
<tr>
<td>Dancing</td>
<td>+4 bonus</td>
<td></td>
</tr>
<tr>
<td>Vorguish</td>
<td>+5 bonus</td>
<td>slashing weapon only</td>
</tr>
</tbody>
</table>

* Add to the magical bonus or equivalent on the MAGIC WEAPON PURCHASE & CREATION COSTS table to determine total market and/or construction prices.

**Bane:** A bane weapon excels at attacking one type of creature (humans, dwarves, goblins, etc.). Against its designated foe, its effective bonus is +2 better than its normal bonus and the weapon deals double damage.

**Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.**

**Brilliant Energy:** A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (30' radius). A brilliant energy weapon ignores nonliving material. Armor bonuses to AC do not apply against it because the weapon passes through armor, though dexterity and magical bonuses still apply. A brilliant energy weapon cannot harm undead, animated creatures, or objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

**Creation Requirements:** A creator must be able to cast a plane shift, ethereal jaunt, or ethereality.

**Dancing:** A standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the BH bonus of the one who loosed it and then drops. While dancing the person who activated the item is considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items.

**Dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can automatically grasp it while it is attacking; when so retrieved, the weapon can’t dance (attack on its own) again for 4 rounds.**

**Creation Requirements:** The creator must be able to cast animate object.

**Defending:** A defending weapon allows the wielder to transfer some or all of the sword’s bonus to his AC. Each round the wielder chooses...
how to allocate the weapon’s bonus before using the weapon, and the effect to AC lasts until his next turn.  

Creation Requirements: Creator must be able to cast shield of faith  

Disruption: A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a charisma save with a -6 penalty or be destroyed. A weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)  

Creation Requirements: Creator must be able to cast heal  

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.  

Creation Requirements: Creator must be able to cast clairvoyance  

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.  

Creation Requirements: Creator must be able to cast a fire-based spell of 3rd level or higher, such as fireball or flamestrike  

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.  

Creation Requirements: Creator must be able to cast a cold-based spell of 3rd level or higher, such as sleet storm or cold of cold  

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. The weapon can be picked up and moved by an incorporeal creature at any time. A ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.  

Creation Requirements: Creator must be able to cast a plane shift, ethereal jaunt, or ethereality  

Merciful: The weapon deals nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.  

Creation Requirements: Creator must be able to cast a cure light wounds  

Retorting: This special ability can only be placed on a weapon that can be thrown. A retorting weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature’s next turn (and is therefore ready to use again in that turn). Cashing a retuming weapon when it comes back is automatically successful and takes no time. If the character can’t catch it, or if the character has moved since throwing it, the weapon drops to the ground in the spot from which it was thrown.  

Creation Requirements: Creator must be able to cast a cure light wounds  

Seeking: Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any armor class bonuses gained due to cover or concealment, though the wielder still has to aim the weapon at the right square. Targets with 100% cover may not be struck, even with seeking weapons.  

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.  

Creation Requirements: Creator must be able to cast a lightning spell of 3rd level or higher, such as call lightning or lightning bolt  

Speed: The wielder of a speed weapon may make one extra attack with it each round. (This benefit is not cumulative with similar effects, such as a haste spell.)  

Creation Requirements: Creator must be able to cast a haste  

Spell Storing: A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 round.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.  

Thundering: A thundering weapon creates a cacophonous roar like thunder when its wielder hits a foe with a roll of a natural “20.” The thunder does not harm the wielder but deals an extra 2d6 points of sonic damage to the stricken foe. Living creatures that are hit by a thundering weapon on a natural “20” must make a constitution save at -5 or be deafened permanently. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition.  

Creation Requirements: Creator must be able to cast shout or blindness/deafness  

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its usual use.  

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon the roll of a natural “20,” the weapon severs the opponent’s head (if it has one) from its body. Creatures with no discernable head (such as oozes or plants), most undead (excluding vampires and golems) are not affected by this effect. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon.  

Wounding: A wounding weapon deals wounds that may not be regenerated or magically healed. Any wound dealt to a living creature bleeds for 10 rounds, dealing 1 hit point per round to that creature, until the wound closes.  

Creation Requirements: Creator must be able to cast wounding  

SPECIFIC WEAPONS  

The following specific weapons usually are preconstructed with exactly the qualities described here. Use the equivalent bonus to determine the creator level, creation costs and Purchase Cost for each item.  

Broadsword, "Final Word": These very rare items - only nine of these blades are known to exist - are patterned after the legendary broadsword Fragarach (which means “final word” in the tongue of the ancient Oeridians of Greyhawk). Each of these new weapons is thought to have a differing alignment, but in all other respects each is alike. If a creature of an alignment different from that of the sword attempts to wield it in battle, the weapon has no bonuses. In the hands of a creature of like alignment, the sword becomes a +3 broadsword which always strikes last in any round, but which will strike unerringly and do damage to any opponent that struck the wielder earlier in the same round. The wielder may only use as many attacks as they are normally allowed and opponents immune to weapons of less than +4 value will not be harmed. Each of these swords has a gem of 10,000 gp value set in its pommel, and each gem is different in type from all the others. Each sword also bears an identifying name; the nine appendages are “Anwerer,” “Back-talker,” “Concluder,” “Lastquip,” “Rebutter,” “Replier,” “Retroter,” “Scather,” and “Squelcher.”  

Creation Requirements: Must be able to cast Mordenkainen’s sword and Tenser’s transformation  

Equivalent Bonus: +8  

Dagger, Longtooth: This +2 dagger appears to be a normal weapon, or perhaps a magical weapon of the standard (non-special) sort. However, when this broad-bladed weapon is wielded by a small demihuman (gnome or halfling), it will actually lengthen and function as a short sword as its wielder strikes blows (retaining its +2 bonus in this form), yet it will be as light and handy to use as a dagger would be in the hands of the same character. The weapon will actually penetrate wood or stone as easily as if it were softer material when used by a gnome or halfling, inflicting maximum damage against either substance.
Dagger of Venom: This black +1 dagger has a serrated edge. It allows the wielder to use a poison effect (as the spell, with a -2 saving throw penalty) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck, but the poison effect must be invoked in the same round that the dagger strikes.

Creation Requirements: Must be able to cast poison
Equivalen Bonus: +2

Dwarven Thrower: This weapon commonly functions as a +2 warhammer. In the hands of a dwarf, the warhammer gains an additional +1 bonus and gains the returning special ability. It can be hurled with a 30’ range increment. When hurled, it deals triple damage against giants or double damage against any other target.

Creation Requirements: Creator must be a dwarf
Equivalen Bonus: +5

Flame Tongue: This is a +1 flaming sword. It sheds light, equivalent to torchlight, only when its possessor speaks a command word or phrase. This weapon strikes as a +3 weapon against regenerating, avian, cold-using or undead creatures. Cold-using creatures are those that employ cold-based special attacks, such as white dragons, ice toads, and winter wolves.

Creation Requirements: Must be able to cast flame blade, flame strike, fireball
Equivalen Bonus: +4

Frost Brand: This +3 frost greatsword sheds light as a torch when the temperature drops below 32° F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take. A frost brand extinguishes all nonmagical fires in a 10’ radius. The wielder may attempt to dispel lasting fire spells, such as a wall of fire, but not instantaneous effects, like a fireball, by succeeding on a dispel check (1d20 +16) against each spell in order to dispel it. The penalty this dispel check is equal to the caster level of the fire spell’s creator. This dispel attempt takes 1 round to perform.

Creation Requirements: Must be able to cast ice storm, dispel magic, and protection from energy
Equivalen Bonus: +7

Hammer of Thunderbolts: This +2 throwing hammer appears to be a regular hammer of largish size and extra weight. It will be too imbalanced, somehow, to use as a thrown weapon unless the character has 18 or better strength. The hammer then functions as a +3 weapon and deals double damage on any hit. The weapon also has the thundering and returning special abilities when hurled. If the wielder wears any girdle of giant strength and gauntlets of ogre power in addition, he or she may properly wield the weapon if the hammer’s true name is known. When swung or hurled by such a wielder it functions as a +5 weapon that deals double damage. In addition, the weapon strikes any giant upon which it scores a hit (a charisma save with a -8 penalty negates this effect). Throwing range is equal to the wielder’s strength modifier. As such, the hammer has a range increment of 3’ (15’) for a wielder with an 18 strength, while a wielder with a 25 strength throws it with a 10’ (50’) range increment.

Creation Requirements: Must be able to cast magic stone or telekinesis, as well as shout or blindness/deafness
Equivalen Bonus: +8

Holy Avenger: This +2 cold iron longsword becomes a +5 holy cold iron longsword in the hands of a paladin.

It also provides spell resistance to the paladin and those within a 5’ of him. The spell resistance value is equal to the level of the paladin. Finally, the sword may be used to dispel magic up to three times per day. The sword must make contact with the magical aura it is to dispel. The caster level bonus to this check is +8.

Creation Requirements: Must be able to cast protection from evil 10’ radius. Creator must be lawful good
Equivalen Bonus: +8

Homblade: This +2 weapon originally appears as a sickle-like blade resembling some sort of animal horn, ranging in size from that of a dagger to somewhat less than the length of a scimitar. Even a close visual and manual inspection will probably not reveal it as anything other than a piece of hom of ½’ to 2’ in length, set in some sort of handle or grip. If magic is detected for, a homblade will radiate a faint dweomer of the enchantment sort. However, if the proper pressure is applied in the correct place (a wisdom check with a -10 penalty is required), a curved blade of great strength and sharpness will spring out. A homblade of the smallest size can be thrown. Driods may use a homblades proficiently. The homblade is retractable between uses.

<table>
<thead>
<tr>
<th>d20 roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-10</td>
<td>Dagger</td>
</tr>
<tr>
<td>11-15</td>
<td>Shortsword</td>
</tr>
<tr>
<td>16-20</td>
<td>Scimitar</td>
</tr>
</tbody>
</table>

Javelin of Lightning: This javelin becomes a 5d6 lighting bolt when thrown. It is consumed in the attack.

Creation Requirements: Creator must be a druid
Equivalen Bonus: +2

Javelin of Piercing: This weapon is not actually hurled, as when a command word is spoken, the javelin of piercing launches itself towards any target with its 60’ range. This missile will fly horizontally, vertically, or any combination thereof to the full extent of its range and never suffers range or cover penalties on its “to hit” rolls. Any javelin of piercing gains a +6 bonus on its “to hit” roll and inflicts 1d6+6 hit points of damage. The magic of the javelin is good for only 1 throw.

Equivalen Bonus: +1

Life-Drinker: This +1 greataxe is favored by undead and animated creatures, who do not suffer its drawback. A life-drinker drains 1 level from its target whenever it hits a natural “20” is rolled by the sword’s wielder.

There is no saving throw to avoid this level drain, but 24 hours later, the subject must make a constitution saving throw at -4 for each level lost. If the save succeeds, that lost level is regained. If it fails one of the subject’s character levels is permanently drained. Each time a life-drinker drains a level from its target, it also drains a level from its wielder. The wielder’s lost level is regained after 1 hour, requiring no saving throw on his behalf.

Creation Requirements: Must be able to cast energy drain
Equivalen Bonus: +4

Luck Blade: This +2 short sword gives its possessor a +1 bonus on all saving throws. In addition, a luck blade contains three wishes when created.

Creation Requirements: Must be able to cast wish, alter reality, or miracle
Equivalen Bonus: +8

Mace of Smiling: This +3 footman’s mace automatically destroys animated creatures whenever a natural “20” is rolled to hit them. Any extraplanar creature hit with a natural “20” takes quadruple damage from the mace.

Creation Requirements: Must be able to cast disintegrate
Equivalen Bonus: +6

Mace of Blood: This +3 footman’s mace must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a charisma save (with a -3 penalty) every day it is within his possession or become chaotic evil.

Creation Requirements: Creator must be able to chaotic evil
Equivalen Bonus: +3

Mace of Terror: On command, this +2 footman’s mace causes the wielder’s clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30’ cone are effected by...
a fear spell up to three times per day. The saving throw penalty versus this effect is -3.

Creation Requirements: Must be able to cast fear or cause fear
Equivalent Bonus: +3

**Net of Snaring:** This net provides a +1 bonus when used onland but, when used underwater, grants a +3 bonus on attack rolls. Underwater, it can be commanded to shoot forth up to 30' to automatically trap a creature once per day. The trapped creature is automatically ensnared but may free themselves by making a strength check with a -8 penalty.

Creation Requirements: Must be able to cast freedom of movement
Equivalent Bonus: +3

**Nine Lives Stealer:** This longsword always performs as a +2 longsword, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 longsword (with a hint of evil about it). A natural “20” must be rolled for the sword’s death-dealing ability to function, and this weapon has no effect on animated, extraplanar or undead creatures.

The target is entitled to a charisma saving throw, with a –4 penalty, to survive the attack. If the save is successful, the creature instead suffers quadruple damage.

Creation Requirements: Must be able to cast finger of death or death spell
Equivalent Bonus: +4

**Oathbow:** Of elven make, this white +2 composite longbow (that can accommodate up to a +2 strength to damage) whispers “Swift defeat to my enemies” in Elven when nocked and pulled. Once per day, if the firer swears aloud to slay her target, the bow’s whisper becomes the low shout “Swift death to those who have wronged me.” Against such a sworn enemy, the bow functions as a bane weapon.

The oathbow may only have one sworn enemy at a time. Once the firer swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the firer swears a new oath, the bow will attack the firer instead of the target it was sworn to.

Creation Requirements: Must be an elf
Equivalent Bonus: +4

**Slaying Arrow:** This +3 arrow is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a charisma saving throw, with a –4 penalty, to survive the attack. If the save is successful, the creature instead suffers quintuple damage. When keyed to a living creature, this is a death effect (and thus negative plane protection shields a target). To determine the type or subtype of creature the arrow is keyed to, roll a d20 and consult the following table.

<table>
<thead>
<tr>
<th>d20 roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>Aberrations</td>
</tr>
<tr>
<td>5-8</td>
<td>Amphibians</td>
</tr>
<tr>
<td>9-12</td>
<td>Arachnids</td>
</tr>
<tr>
<td>13-16</td>
<td>Avians</td>
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<tr>
<td>17-19</td>
<td>Dragons</td>
</tr>
<tr>
<td>20</td>
<td>Dwarves</td>
</tr>
<tr>
<td>21-23</td>
<td>Elves</td>
</tr>
<tr>
<td>24-26</td>
<td>Extraplanar creatures (evil)</td>
</tr>
<tr>
<td>27-29</td>
<td>Extraplanar creatures (good)</td>
</tr>
<tr>
<td>30-33</td>
<td>Extraplanar creatures (neutral)</td>
</tr>
<tr>
<td>34-36</td>
<td>Faeries</td>
</tr>
<tr>
<td>37-40</td>
<td>Giants</td>
</tr>
<tr>
<td>41-44</td>
<td>Goblins</td>
</tr>
<tr>
<td>45-48</td>
<td>Golems</td>
</tr>
<tr>
<td>49-51</td>
<td>Halflings</td>
</tr>
<tr>
<td>52-54</td>
<td>Humans</td>
</tr>
<tr>
<td>55-58</td>
<td>Mammals (animals)</td>
</tr>
<tr>
<td>59-62</td>
<td>Orcs</td>
</tr>
<tr>
<td>63-65</td>
<td>Reptiles</td>
</tr>
<tr>
<td>66-68</td>
<td>Sea monsters</td>
</tr>
</tbody>
</table>

A greater slaying arrow functions just like a normal slaying arrow, but the save penalty to avoid the death effect is -6. On a successful save the target suffers sextuple damage.

Creation Requirements: Must be able to cast finger of death or death spell
Equivalent Bonus: +5 or +6

**Sleep Arrow:** This +1 arrow is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make an intelligence save at -5 or fall asleep.

Creation Requirements: Must be able to cast sleep
Equivalent Bonus: +2

**Spear, Cursed Backbiter:** This is a +2 spear, but each time it is used in melee against a foe and the attack roll is a natural “1”, it damages its wielder instead of its intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the wielder is doubled.

Creation Requirements: Must be able to cast curse (caster level 11)
Equivalent Bonus: +2

**Sun Blade:** This sword is the size of a bastard sword. However, a sun blade is wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a sun blade. Likewise, weapon specialization in short sword and bastard sword apply equally, but the benefits of those specialization in both weapons do not stack.

In normal combat, the glowing golden blade of the weapon is equal to a +2 bastard sword. Against evil creatures, it is a bane weapon. The blade also has a special sunlight power. Once per day, the wielder can swing the blade vigorously above her head while speaking a command word. The sunblade then sheds a bright yellow radiance that is like full day light. The radiance begins shining in a 10’ foot radius around the sword wielder and extends outward at 5’ per round for 10 rounds thereafter, to create a globe of light with a 60’ radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely.

All sun blades are of good alignment, and any evil creature attempting to wield one loses 1 level while the sword is in hand. The lost level disappears when the sword is no longer wielded and never results in actual level loss, but cannot be overcome in any way while the sword is wielded.

Creation Requirements: Creator must be good
Equivalent Bonus: +5

**Sword, Berserking:** This item appears to have the characteristics of a +2 greatsword. However, whenever the sword is used in battle, its wielder enters berserker rage (gaining the benefits of a barbarian’s berserker rage). He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

Creation Requirements: Must be able to cast curse (caster level 12)
Equivalent Bonus: +3

**Sword, Cursed:** This longsword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a -2 penalty on attack rolls.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character’s possession, the sword always forces that character to employ it rather than another weapon. The sword’s user automatically draws it and fights with it even when she meant to draw or ready some other weapon. The sword can be gotten rid of only by means of remove curse, break enchantment, limited wish, wish, or miracle.

Creation Requirements: Must be able to cast curse (caster level 15)
Equivalent Bonus: +1

**Sword, Short, of Quickness:** This +2 shortsword is specially dwemered blade that enables the wielder to strike first in every combat round. Furthermore, sheathing or unsheathing such a weapon may be done automatically once per round, in addition the the character’s other actions.
Sword of Life Stealing: This black iron +2 longsword drains 1 level when it strikes a target on a roll of a natural “20”. The sword wields gain 1d6 temporary hit points each time a level is drained. These temporary hit points last for 24 hours. One day after being struck, subjects must make a charisma save at -6 for each level drained or permanently lose a character level.

Creation Requirements: Must be able to cast haste
Equivalent Bonus: +4

Sword of the Planes: This broadsword has a bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. The +2 bonus also applies on the Material Plane when the weapon is used against elementals. It operates as a +3 broadsword on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes. On any other plane, or against any extraplanar creature, it functions as a +4 broadsword.

Creation Requirements: Must be able to cast plane shift
Equivalent Bonus: +3

Sword of Subtlety: A +1 short sword with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder’s attack and damage rolls when he is making a sneak attack with it.

Creation Requirements: Must be able to cast blur
Equivalent Bonus: +2

Trident of Fish Command: The magical properties of this +1 trident with a 6’ long haft enable its wielder to charm up to 12 hit dice of aquatic animals (a wisdom save at –12 negates, animals get a +5 bonus if currently under attack by the wielder or his allies) that are within 60’ of the wielder. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a speak with animals spell. Animals making their saving throw are free of control, but will not approach within 10’ of the trident.

Creation Requirements: Must be able to cast animal summoning II and speak with animals
Equivalent Bonus: +3

Trident of Submission: This +1 trident appears unremarkable, exactly as any normal trident. The wielder of a trident of submission causes any opponent struck to make a charisma save vs fear at -2. If the opponent fails this save, it will cease fighting and surrender, overcome with a feeling of hopelessness. The duration of this hopelessness is 2d4 rounds. Thereafter the creature is normal once again. A the creature attacked while helpless may defend itself normally but may not attack. The trident has 20 charges when created.

Creation Requirements: Must be able to cast fear
Equivalent Bonus: +2

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 240’. A trident of warning must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a 90° arc with a radius of 240’. The weapon is otherwise a +2 trident.

Creation Requirements: Must be able to cast locate creature
Equivalent Bonus: +2

Trident (Military Fork) +3: This is a short-hafted weapon about 6’ length overall. Upon command, the middle line of the trident will retract into the pole while the shaft of the weapon lengthens to 9’, thus creating a military fork with a short center spike. The changing of the form of the weapon from trident to fork or vice versa requires 1 round.

Creation Requirements: Must be able to cast shrink item
Equivalent Bonus: +3

Rings:

All magic rings will normally radiate magic, but most are impossible to detect as magic rings without some mystic means. Furthermore, most magic rings look alike, so that determination of a given ring’s magical powers is very difficult. The ring must be put on and various things tried in order to find what it does. This requires patience on your part, but the game demands it. No ring radiates good or evil.

No more than 2 magic rings can be worn by a character at the same time. If more are worn, then none will function. No more than 1 magic ring can be worn on the same hand; a 2nd will cause both to be useless. Rings must be worn on the fingers. Rings on toes, in ear lobes, etc. do not function as magic rings.

Rings can be used by any race of character, but those worn by dwarves and halflings have a chance per use of malfunctioning. Each time a magical ring is used by a dwarf or halfling, roll a 20. On a roll of 1, the ring does not function. This applies to cursed rings (contrariness, delusion, weakness) as well; if they do not work they are recognized and can be removed.

To create a magic ring, a character needs a heat source. He also needs a supply of materials, the most obvious being a ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring. Ring costs are difficult to formulaize. Refer to the Estimating Magic Item Gold Piece Values Table and use the ring prices in the ring descriptions as a guideline. Creating a ring generally costs half the ring’s Purchase Cost.

A spellcaster must be of 10th level or higher to create a magical ring, and the spells placed within the ring must be of a level which the character is able to employ, i.e. a 10th level magic-user could not place a 7th level spell in a ring. Spells imbued within magical rings need not be cast at the spellcaster’s full caster level, so long as the effective caster level is sufficient for the casting of the spell. As such, an 18th level magic-user may create a ring of invisibility with an effective caster level of 3.

Rings that duplicate spells with costly material or XP components add in the value of 500 x the spell’s component cost. Having a spell with a costly component as a prerequisite does not automatically incur this cost. The act of working on the ring triggers the prepared spell, making them unavailable for casting during each day of the ring’s creation.

Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details. Creating a magic ring costs half the Purchase Cost listed, +1 XP for every 2 1/2 gp of its creation cost.

Forging a ring requires one day for each 1,000 gp of the base price.

Animal Friendship: On command, this ring affects an animal as if the wearer had cast animal friendship (caster level 3).

Creation Requirements: Must be able to cast animal friendship
Purchase Cost: 12,000 gp
Creation Cost: 6,000 gp + 2,400 XP

Berserk Strength: The ring of berserk strength grants its wearer a +2 bonus to attack rolls and to damage die rolls, a +2 bonus to charisma saves versus fear and charm and +2 hit points per level. When the character takes damage these bonuses, temporary, hit points are lost first and may not be healed.

Berserk characters suffer a -2 penalty to armor class and a -2 penalty on all intelligence-related checks. They cannot engage in conversation and their communication is limited to battle cries. Furthermore the wearer will always melee with any opponent he or she meets, immediately, regardless of circumstances. All of the effects of the ring are lost when the ring is removed.

Creation Requirements: Must be able to cast strength and suggestion (caster level 7)
Purchase Cost: 42,000 gp
Creation Cost: 21,000 gp + 8,400 XP

Blinking: On command, this ring makes the wearer blink, as with the blink spell (caster level 7).

Creation Requirements: Must be able to cast blink
Purchase Cost: 28,000 gp
Creation Cost: 14,000 gp + 5,600 XP

Estimating Magic Item Gold Piece Values:

Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details. Creating a magic ring costs half the Purchase Cost listed, +1 XP for every 2 1/2 gp of its creation cost.
**Chameleon Power:** The wearer of this ring can gain the ability to magically blend in with the surroundings at will, gaining a +10 bonus on all dexterity checks made to hide. By concentrating upon the ring for 1 round he can also command the ring to utilize the spell change self (caster level 3) as often as he wants.

**Creation Requirements:** Must be able to cast change self and invisibility

**Purchase Cost:** 14,000 gp

**Creation Cost:** 7,000 gp + 3,000 XP

**Contrariness:** This magic ring is cursed so as to make its wearer unable to agree with any idea or statement or action. Once put on, the ring can be removed only after a remove curse spell is cast upon the individual wearing it. Because of the curse, the wearer will resist any attempts to cast such a spell. Furthermore, the contrariness ring will have one of the following additional magical properties:

<table>
<thead>
<tr>
<th>d20 Roll</th>
<th>Magical Ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Flying</td>
</tr>
<tr>
<td>6-8</td>
<td>Invisibility</td>
</tr>
<tr>
<td>9-12</td>
<td>Levitation</td>
</tr>
<tr>
<td>13-14</td>
<td>Shocking Grasp</td>
</tr>
<tr>
<td>15-16</td>
<td>Spell Turning</td>
</tr>
<tr>
<td>17-20</td>
<td>Strength</td>
</tr>
</tbody>
</table>

Note that contrariness can never be removed from the ring. The wearer will use his or her own powers, plus those of the ring, to retain it on his or her finger. The wearer of the ring will never damage him or herself. If, for example, another character suggests that the wearer should make certain that attacks upon him or her are well-defended against, or that he or she should not strike his or her own head, the ring wearer will agree—possibly attacking or striking at the speaker’s head—because obviously the result must be contrary in this case. If a ring of contrariness turns spells, the remove curse cast upon the individual might be tuned (see ring of spell turning for details).

**Creation Requirements:** Must be able to create the ring mimicked by the ring of contrariness. Must be able to cast dominante person

**Purchase Cost:** As per the ring mimicked

**Creation Cost:** As per the ring mimicked

**Clumsiness:** This ring operates exactly like a ring of feather falling. However, it also makes the wearer clumsy. He takes a -2 penalty to dexterity and must make a concentration check at -2 when trying to cast any spell that has a somatic component.

**Creation Requirements:** Must be able to cast feather fall and curse (caster level 15)

**Purchase Cost:** 2,000 gp

**Creation Cost:** 1,000 gp + 400 XP

**Counterspells:** This ring might seem to be a ring of spell storing upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately counteracted requiring no action (or even knowledge) on the wearer’s part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

**Creation Requirements:** Must be able to cast imbue spell with spell ability (caster level 11)

**Purchase Cost:** 4,800 gp

**Creation Cost:** 2,400 gp + 960 XP

**Deception:** A delusion ring will convince the wearer that it is some other sort of ring, a ring of whatever sort the wearer really desires. As the wearer will be completely convinced that the ring is actually one with other magical properties, he or she will unconsciously use his or her abilities of any sort (including those of other magical items available) to actually produce a result commensurate with the supposed properties of the delusion ring. As referee, you will have to be most judicious in determining how successful the self-delusion can be, as well as how observers can be affected and what they will observe. The ring can be removed at any time.

**Creation Requirements:** Must be able to cast suggestion (caster level 7)

**Purchase Cost:** 4,000 gp

**Creation Cost:** 2,000 gp + 800 XP

**Djinni Summoning:** One of the many rings of fable, this “genie” ring is most useful indeed. It serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed, the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

**Creation Requirements:** Must be able to cast gate (caster level 17)

**Purchase Cost:** 128,000 gp

**Creation Cost:** 64,000 gp + 25,600 XP

**Elemental Command:** All four kinds of elemental command rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties. Elementals of the plane to which the ring is attuned can’t attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, with a -15 check penalty). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a -1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature’s attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical. The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears a ring of charm. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him. The possessor of a ring of elemental command takes a saving throw penalty as follows:

**Element** | **Saving Throw Penalty**
--- | ---
Air | -2 against earth-based effects
Earth | -2 against air- or electricity-based effects
Fire | -2 against water- or cold-based effects
Water | -2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind. The caster level for these abilities is 15.

**Ring of Elemental Command (Air):**
- Meld into stone (unlimited use, wearer only)
- Fire strike (twice per week)
- Stone shape (twice per day)
- Stoneskin (once per week)
- Stone shape (twice per day)
- Stone shape (once per week)
- Wall of stone (once per day)
- Wall of stone (once per day)
- Wall of ice (once per day)
- Airy Water (once per day)

**Ring of Elemental Command (Earth):**
- Meld into stone (unlimited use, wearer only)
- Soften earth and stone (unlimited use)
- Stoneskin (once per week)
- Wall of ice (once per week)
- Wall of ice (once per week)
- Stoneskin (once per week)
- Wall of stone (once per day)
- Wall of ice (once per day)
- Wall of stone (once per day)
- Stoneskin (once per week)

**Ring of Elemental Command (Fire):**
- Resist energy (fire)
- Burning hands (unlimited use)
- Pyrotechnics (twice per day)
- Wall of fire (once per day)
- Flame strike (twice per week)

**Ring of Elemental Command (Water):**
- Resist energy (water)
- Create water (unlimited use)
- Water breathing (unlimited use)
- Wall of ice (once per day)
- Airy Water (once per day)

**Creation Cost:** 64,000 gp + 25,600 XP

**Creation Requirements:** Must be able to cast gate (caster level 17)

**Purchase Cost:** 128,000 gp

**Creation Cost:** 64,000 gp + 25,600 XP
Control water (twice per week)
The ring appears to be a ring of water walking until the established condition is met.

Creation Requirements: Must be able to cast monster summoning VI and all appropriate spells (minimum caster level 15)
Purchase Cost: 200,000 gp
Creation Cost: 100,000 gp + 40,000 XP

Energy Resistance: This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). The wearer of the ring makes all saving throws against such attacks with a +2 bonus. Each time the wearer takes damage from such attacks, they suffer half of the damage they normally would.

Rings of fire or cold resistance impart their wearer with immunity to non-lethal damage from extreme temperatures (see page 56 of the PLAYERS HANDBOOK for more details).

Creation Requirements: Must be able to cast resist energy (caster level 3)
Purchase Cost: 12,000 gp
Creation Cost: 6,000 gp + 2,400 XP

Feather Falling: This ring is crafted with a feather pattern all around its edge. It acts exactly like a feather falling spell (caster level 1), activated immediately if the wearer falls more than 5 feet.

Creation Requirements: Must be able to cast feather falling
Purchase Cost: 2,000 gp
Creation Cost: 1,000 gp + 400 XP

Force Shield: An iron band, this simple ring generates a shield-sized (and shield-shaped) wall of force that stays with the ring and can be wielded by the wearer as if it were a large shield (+2 AC). This special creation is weightless and encumbrance-free. It can be activated and deactivated at will and may be used, without penalty, by characters who may not usually employ shield.

Creation Requirements: Must be able to cast wall of force (caster level 9)
Purchase Cost: 9,000 gp
Creation Cost: 4,500 gp + 1,800 XP

Freedom of Movement: This gold ring allows the wearer to act as if continually under the effect of a freedom of movement spell.

Creation Requirements: Must be able to cast freedom of movement (caster level 7)
Purchase Cost: 56,000 gp
Creation Cost: 28,000 gp + 11,200 XP

Human Influence: This ring has the effect of raising the wearer’s charisma by 3 points (as the friends spell). The wearer can make a suggestion to any human, demihuman, or humanoid conversed with (a saving throw at –5 applies) once per day. The wearer can also charm person once per day. All of these effects have a caster level of 5.

Creation Requirements: Must be able to cast friends, charm person and suggestion (caster level 5)
Purchase Cost: 40,000 gp
Creation Cost: 20,000 gp + 8,000 XP

Invisibility: By activating this simple silver ring, the wearer can benefit from invisibility, as the spell (caster level 5).

Creation Requirements: Must be able to cast invisibility
Purchase Cost: 25,000 gp
Creation Cost: 12,500 gp + 5,000 XP

Jumping: This ring continually allows the wearer to leap about, providing a +10 bonus on all strength checks made in order to jump.

Creation Requirements: Must be able to cast jump (caster level 5)
Purchase Cost: 2,000 gp
Creation Cost: 1,000 gp + 400 XP

Jumping, Improved: As jumping, except it grants a +30 bonus on all strength checks made in order to jump.

Creation Requirements: Must be able to cast jump (caster level 9)
Purchase Cost: 18,000 gp
Creation Cost: 9,000 gp + 3,600 XP

Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to ESP, detect lies, and any attempt to magically discern her alignment.

Creation Requirements: Must be able to cast nondetection (caster level 5)
Purchase Cost: 30,000 gp
Creation Cost: 15,000 gp + 6,000 XP

Protection: A ring of protection increases the wearer’s armor class value and saving throws versus all forms of attack. A +1 ring raises AC by 1 and gives a bonus of +1 on saving throw die rolls.

The magical properties of a ring of protection are cumulative with most other protective magical items except the ring does not add to armor value if magical armor is worn. If more than 1 item of protection is operating on the same person, only the strongest item (whether it be a ring or cloak) will function.

Creation Requirements: Must be of a level at 9 + the bonus of the ring
Purchase Cost: 5,000 gp (+1); 12,500 gp (+2); 25,000 gp (+3); 50,000 gp (+4); 75,000 gp (+5)
Creation Cost: 2,500 gp + 1,000 XP (+1); 6,250 gp + 2,500 XP (+2); 12,500 gp + 5,000 XP (+3); 25,000 gp + 10,000 XP (+4); 37,500 gp + 15,000 XP (+5)

Protection for Energy: This ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard).

The wearer of the ring gains temporary immunity to the type of energy specified above. The ring can absorb up to 10 points of the specified type of damage damage per round.

Creation Requirements: Must be able to cast protection from energy (caster level 5)
Purchase Cost: 30,000 gp
Creation Cost: 15,000 gp + 6,000 XP

Ram: The ring of the ram is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.

The wearer can command the ring to give forth a ramlike force, manifested by a vaguely discemible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50° maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring must make a strength save, or be knocked off of their feet, if within 30 feet of the ring-wearer. The check penalty is at –5 if 1 charge is expended. -10 if 2 charges are expended or –15 if 3 charges are expended.

In addition to its attack mode, the ring of the ram also has the power to open doors as if it were a character with Strength 21. If 2 charges are expended, the effect is equivalent to a character with Strength 23. If 3 charges are expended, the effect is that of a character with Strength 25.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Creation Requirements: Must be able to cast telekinesis (caster level 9)
Purchase Cost: 9,000 gp
Creation Cost: 4,500 gp + 1,800 XP

Regeneration: This white gold ring continually allows a living wearer to heal 1 point of damage per turn. Nonlethal damage heals at a rate of 1 point per round. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it as the spell. In either case, only damage taken while wearing the ring is regenerated. Characters reduced to negative hit points automatically stabilize (PHB 56) if wearing a ring of regeneration.

It will bring its wearer back from death (but if poison is the cause, the poison saving throw must be made or else the wearer dies again from the poison still in his or her system). Only total destruction of all living tissue by fire or acid or similar means will prevent regeneration. Of course the ring must be worn, and its removal stops regeneration processes.

Creation Requirements: Must be able to cast regeneration (caster level 15)
Purchase Cost: 100,000 gp
Unearthed Arcana 51

Creation Cost: 50,000 gp + 20,000 XP

**Shooting Stars**

This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night. During the night under the open sky or in areas of shadow or darkness, the ring of shooting stars can perform the following functions on command:

- **Dancing lights (once per hour)**
- **Light (twice per night)**
- **Ball lightning (special, once per night)**
- **Shooting stars (special, three per week)**

The first special function, ball lightning, releases one to four balls of lightning (ring wearer's choice). These glowing orbs resemble dancing lights, and the ring wearer controls them in the same fashion (see the dancing lights spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created (5d6 + 1d6 per ball created, to a minimum of 1d6 for 4 balls). Once the ball lightning function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function produces three shooting stars that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread, as a fireball, in a 5’ radius sphere for 24 points of fire damage.

Any creature struck by a shooting star takes full damage (both impact and fire damage) unless it makes a dexterity save with a –12 penalty. Range is 70’, at the end of the impact damage and take only half of the fire damage on a success. Should the character have to make a strength check in order to swim in difficult conditions, this check is made with a +10 bonus. This bonus also applies to constitution checks made to continue swimming for extended periods.

Creation Requirements: Must be able to cast faerie fire (caster level 2)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 XP

**Spell Storing, Minor**

A minor ring of spell storing contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no penalty to spellcasting for wearing armor (because the ring wearer need not gesture). The casting time for the spells within the ring are unchanged.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. A spellcaster can use a scroll to put a spell into the minor ring of spell storing.

Creation Requirements: Must be able to cast faerie fire (caster level 12)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 XP

**Spell Storing, Major**

As the minor ring of spell storing, except it holds up to ten levels of spells. Creation Requirements: Must be able to cast imbue with spell ability (caster level 17)

Purchase Cost: 200,000 gp

Creation Cost: 100,000 gp + 40,000 XP

**Telekinesis**

This ring allows the caster to use the spell telekinesis on command.

Creation Requirements: Must be able to cast freedom of movement and lesser restoration (caster level 5)

Purchase Cost: 75,000 gp

Creation Cost: 37,500 gp + 15,000 XP

**Three Wishes**

This ring is set with three rubies. Each ruby stores a wish spell, activated by the ring. When a wish is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the wishes are used, the ring becomes a nonmagical item.

Creation Requirements: Must be able to cast wish or miracle (caster level 20)

Purchase Cost: 100,000 gp

Creation Cost: 50,000 gp + 20,000 XP

**Vampire Regeneration**

This rare form of ring of regeneration bestows 1 hit point upon the wearer each time he inflicts damage upon an opponent in melee combat. Hit points gained in this manner heal the wearer of his wounds. It does not otherwise cause regeneration or restore life, limb or organ.

Creation Requirements: Must be able to cast regeneration (caster level 15)

Purchase Cost: 90,000 gp

Creation Cost: 45,000 gp + 18,000 XP

**Water Walking**

This ring, set with an opal, allows the wearer to continually utilize the effects of the spell water walk. This ring enables the wearer to walk upon any liquid without sinking into it; this includes mud, quicksand, oil, running water, and even snow.

Creation Requirements: Must be able to cast water walk (caster level 9)

Purchase Cost: 15,000 gp

Creation Cost: 7,500 gp + 3,000 XP
Creating Wondrous Items

Creation Cost: 12,500 gp + 5,000 XP
Purchase Cost: 25,000 gp

If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the item triggers the prepared spells, making them unavailable for casting during each day of the item’s creation.

Spells need not be cast at the spellcaster’s full caster level when creating wondrous items, so long as the effective caster level is sufficient for the casting of the spell. As such, an 18th level magic-user may create a cloak of invisibility with an effective caster level of 3.

Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Alchemy Jug: This magical device can pour forth varying liquids upon command. The quantity of each liquid is dependent upon the liquid itself. The jug can pour only 1 kind of liquid on any given day, 4 pourings maximum. The liquids pourable and quantity per pouring are:

<table>
<thead>
<tr>
<th>Liquid Created</th>
<th>Volume Created</th>
</tr>
</thead>
<tbody>
<tr>
<td>Salt water</td>
<td>16 gallons</td>
</tr>
<tr>
<td>Fresh water</td>
<td>8 gallons</td>
</tr>
<tr>
<td>Beer</td>
<td>4 gallons</td>
</tr>
<tr>
<td>Vinegar</td>
<td>2 gallons</td>
</tr>
<tr>
<td>Wine</td>
<td>1 gallon</td>
</tr>
<tr>
<td>Ammonia</td>
<td>1 quart</td>
</tr>
<tr>
<td>Oil (flammable)</td>
<td>1 pint</td>
</tr>
<tr>
<td>Alcohol</td>
<td>2 gills (8 ounces)</td>
</tr>
<tr>
<td>Aqua regia (acid)</td>
<td>1 gill (4 ounces)</td>
</tr>
</tbody>
</table>

液将每小时倾倒2加仑，所以，如果倾倒8加仑，则需要4次倾倒。

The jug will pour forth 2 gallons per round, so it will require 8 rounds to complete 1 pouring of salt water.

Creation Requirements: Must be able to cast major creation or polymorph any object (caster level 15)
Purchase Cost: 30,000 gp
Creation Cost: 15,000 gp + 6,000 XP

Amulet of Inescapable Location: This device is typically worn on a chain or as a brooch. It appears to magical analysis, to prevent location, scrying or detection or influence by detect thoughts or telepathy. It seems to be an amulet of proof against detection and location. Actually, the amulet gives the wearer a -10 penalty on all saves against divination spells.

Creation Requirements: Must be able to cast true seeing (caster level 17)
Purchase Cost: 75,000 gp
Creation Cost: 37,500 gp + 15,000 XP

Amulet of Life Protection: This pendant or brooch device serves as a ward for the psyche (soul). The wearer cannot be possessed by magic jar spell or any similar mental attack, including demonic or diabolic possession.

If the wearer is slain, the psyche enters the amulet and is protected for 7 full days. Thereafter it goes to the plane of its alignment, however. If the amulet is destroyed during the 7 days, the psyche is utterly and irrevocably annihilated. Note: psionic attack modes psionic blast or psychic crush will not harm the wearer.

Creation Requirements: Must be able to cast soul bind (caster level 17)
Purchase Cost: 75,000 gp
Creation Cost: 37,500 gp + 15,000 XP

Amulet of Mighty Fists: This amulet grants an bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons (such as those made by a totem-shaped druid).

Creation Requirements: Must be able to cast improved magic fang

<table>
<thead>
<tr>
<th>Magical Bonus</th>
<th>Purchase Cost</th>
<th>Minimum Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>5,000 gp</td>
<td>10</td>
</tr>
<tr>
<td>+2</td>
<td>25,000 gp</td>
<td>12</td>
</tr>
<tr>
<td>+3</td>
<td>50,000 gp</td>
<td>16</td>
</tr>
<tr>
<td>+4</td>
<td>100,000 gp</td>
<td>20</td>
</tr>
<tr>
<td>+5</td>
<td>150,000 gp</td>
<td>20</td>
</tr>
</tbody>
</table>

Amulet of Barkskin: This amulet, usually worn from mistletoe sprigs, toughens the wearer’s body and flesh, giving him a +2 bonus to his armor class.

Creation Requirements: Must be able to cast barkskin (caster level 3)
Purchase Cost: 8,000 gp
Creation Cost: 4,000 gp + 1,600 XP

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize plane shift. However, this is a difficult item to master. The user must make an intelligence check with a -5 penalty in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants. If she fails, the amulet transports her and all those traveling with her to a random location on the Prime Material Plane or to a random plane (roll on the following chart to determine the destination).

<table>
<thead>
<tr>
<th>Magical Bonus</th>
<th>Creation Cost</th>
<th>Minimum Caster Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>2,500 gp + 1,000 XP</td>
<td>10</td>
</tr>
<tr>
<td>+2</td>
<td>12,500 gp + 5,000 XP</td>
<td>10</td>
</tr>
<tr>
<td>+3</td>
<td>25,000 gp + 10,000 XP</td>
<td>12</td>
</tr>
<tr>
<td>+4</td>
<td>50,000 gp + 20,000 XP</td>
<td>16</td>
</tr>
<tr>
<td>+5</td>
<td>75,000 gp + 30,000 XP</td>
<td>20</td>
</tr>
</tbody>
</table>

Unearthed Arcana 52
Bag of Beans: This bag is constructed of heavy cloth. It is about 2' wide and 4' long (the size of any other bag or large sack). When it is opened and examined it will reveal several large pebble-like objects. If these objects are dumped out of the bag they will each explode for 5d4 hit points of damage, all creatures within a 10' radius must make a dexterity save or take full damage. To be removed safely, the beans in the bag must be taken out by hand; telekinesis will not work, nor can they be removed using tools in any way as this will cause them to explode. Each pebble-like bean must be placed in dirt and watered. From each, in succession, the beans will grow into some creature or object after 1d6 rounds. It is suggested that 1d4+1 beans are optimum, and only 1 or 2 will be beneficial, the others being monsters or useless things.

<table>
<thead>
<tr>
<th>Roll (d20)</th>
<th>Location</th>
<th>Roll (d20)</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Seven Heavens</td>
<td>11</td>
<td>Hades</td>
</tr>
<tr>
<td>2</td>
<td>Twin Paradies</td>
<td>12</td>
<td>Gehenna</td>
</tr>
<tr>
<td>3</td>
<td>Elsyum Fields</td>
<td>13</td>
<td>The Nine Hells</td>
</tr>
<tr>
<td>4</td>
<td>Happy Hunting Grounds</td>
<td>14</td>
<td>Acheron</td>
</tr>
<tr>
<td>5</td>
<td>Olympus</td>
<td>15</td>
<td>Nirvana</td>
</tr>
<tr>
<td>6</td>
<td>Gladshem</td>
<td>16</td>
<td>Arcadia</td>
</tr>
<tr>
<td>7</td>
<td>Limbo</td>
<td>17</td>
<td>Ethereal Plane</td>
</tr>
<tr>
<td>8</td>
<td>Pandemonium</td>
<td>18</td>
<td>Astral Plane</td>
</tr>
<tr>
<td>9</td>
<td>The Abyss</td>
<td>19</td>
<td>Prime Material Plane*</td>
</tr>
<tr>
<td>10</td>
<td>Tarterus</td>
<td>20</td>
<td>Prime Material Plane**</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>*teleports users to a random location on their native world</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>**transports users to a random location on an alternate world</td>
</tr>
</tbody>
</table>

Creation Requirements: Must be able to cast plane shift (caster level 15)
Purchase Cost: 120,000 gp
Creation Cost: 60,000 gp + 24,000 XP

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from scrying and magical location just as a nondetection spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check with a -8 penalty.
Creation Requirements: Must be able to cast nondetection (caster level 8)
Purchase Cost: 35,000 gp
Creation Cost: 17,500 gp + 7,000 XP

Apparatus of Kwalish: This item appears to be a large, sealed iron barrel, but it has a secret catch (intelligence check with a -10 penalty to find) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers. The device has the following characteristics:
AC: 20; 200 hit points; Move: 45'/45' (sw); Atkks: 2 pincers (+12 to hit, 2d8 damage); Weight: 500 lbs.
Operating a lever is takes 1 round, and no lever may be operated more than once per round. However, since two Medium-sized characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900' deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

**Lever Function**
1. extend/retract legs and tail
2. uncover/cover forward porthole
3. uncover/cover side portholes
4. extend/retract pincers and feelers
5. snap pincers
6. move forward/backward
7. turn left/right
8. open “eyes” with continual light inside/closed “eyes”
9. rise/sink in water
10. open/close hatch

Creation Requirements: Must have knowledge: engineering as a background skill. Must be able to cast animate object and continual light (caster level 19)
Purchase Cost: 90,000 gp
Creation Cost: 45,000 gp + 18,000 XP

Arrow of Direction: An arrow of direction typically appears to be o normal (or possibly magic) arrow. Its magical properties make it function much as a find the path spell, however, empowering the arrow to show the direction of the desired way.
Once per day the device can be thrown into the air; it will fall and point towards the desired way, and this process can be repeated up to ten times per day.
Note: the arrow will point only towards the requested location. The request can be only for one of the following: stairway (up or down), sloping passage (up or down), dungeon exit or entrance, cave, cavern. Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).
Creation Requirements: Must be able to cast path the path (caster level 11)
Purchase Cost: 6,000 gp
Creation Cost: 3,000 gp + 1,200 XP
retrieving a specific item requires 2 rounds (a dexterity check may be made to reduce the retrieval time to 1 round).

If a bag of holding is placed within a portable hole a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10’ radius are drawn there, destroying the portable hole and bag of holding in the process.

Creation Requirements: Must be able to cast leomund’s secret chest (caster level 9)

Purchase Cost:

<table>
<thead>
<tr>
<th>Bag</th>
<th>Weight</th>
<th>Contents</th>
<th>Weight Limit</th>
<th>Contents</th>
<th>Volume Limit</th>
<th>Purchase Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type I</td>
<td>15 lb.</td>
<td>30 cu. ft.</td>
<td>250 lb.</td>
<td>500 lb.</td>
<td>150 cu. ft.</td>
<td>7,500 gp</td>
</tr>
<tr>
<td>Type II</td>
<td>25 lb.</td>
<td>70 cu. ft.</td>
<td>500 lb.</td>
<td>1,000 lb.</td>
<td>150 cu. ft.</td>
<td>10,000 gp</td>
</tr>
<tr>
<td>Type III</td>
<td>35 lb.</td>
<td>1,000 lb.</td>
<td>1,500 lb.</td>
<td>2,000 lb.</td>
<td>30 cu. ft.</td>
<td>3,750 gp + 1,500 XP</td>
</tr>
<tr>
<td>Type IV</td>
<td>60 lb.</td>
<td>300 cu. ft.</td>
<td>1,500 lb.</td>
<td>3,000 lb.</td>
<td>75 cu. ft.</td>
<td>5,000 gp + 2,000 XP</td>
</tr>
</tbody>
</table>

Creation Cost: 1,250 gp + 500 XP (type I), 2,500 gp + 1,000 XP (type II), 3,750 gp + 1,500 XP (type III), 5,000 gp + 2,000 XP (type IV)

Bag of Transmuting: This magical sack appears to be a bag of holding. It will perform properly for 1d+1 uses. However, at some point the magic field will waver, and precious metals and gems within the bag will be turned into common metals and stones of no worth. When empted, the bag will burst to pour forth these transmuted metals and minerals. Any magic items (other than artifacts and relics) placed in the bag will become ordinary and dull lead, glass or wood as appropriate (saving throw at -15) once the transmuting effects have begun.

Creation Requirements: Must be able to cast leomund’s secret chest, polymorph any object and dispel magic (caster level 15)

Purchase Cost: 8,500 gp
Creation Cost: 4,250 gp + 1,700 XP

Bag of Tricks: This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20’, it turns into an animal. The animal serves the character who drew it from the bag for 1 turn (or until slain or ordered back into the bag), at which point it disappears. It follows the commands of the character as best it can.

Creation Requirements: Must have the profession: shipwright background skill

Purchase Cost: 7,500 gp
Creation Cost: 3,750 gp + 1,500 XP

Boccob’s Blessed Book: This well-made tome is always of small size, typically no more than 12” tall, 8” wide, and 1” thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked. A magic-user or illusionist can fill the 1,000 pages of a blessed book with spells without paying the 100 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Creation Requirements: Must be able to cast secret page (caster level 7)

Purchase Cost: 12,500 gp
Creation Cost: 6,250 gp + 2,500 XP

Boots of Dancing: These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, boots of dancing impede movement, making him behave as if Otto’s irresistible dance had been cast upon him. Only a remove curse spell or effects (other than true nature) on the boots once their true nature is revealed.

Creation Requirements: Must be able to cast Otto’s irresistible dance (caster level 16)

Purchase Cost: 30,000 gp
Creation Cost: 15,000 gp + 6,000 XP

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings, granting the wearer a +5 bonus to all dexterity checks made to move silently. This bonus may be combined with those gained from the stealthy ability.

Creation Requirements: Must be an elf

Purchase Cost: 3,000 gp
Creation Cost: 1,500 gp + 600 XP

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if she had cast levitate on herself.

Creation Requirements: Must be able to cast Levitate (caster level 3)

Purchase Cost: 7,500 gp
Creation Cost: 3,750 gp + 1,500 XP

Boots of Speed: These boots enable the wearer to move at the speed of a fast horse (24” base movement speed) if unencumbered. In addition, boots of speed give +2 bonus to all dexterity saves.

Creation Requirements: Must be able to cast haste (caster level 10)

Purchase Cost: 12,000 gp
Creation Cost: 6,000 gp + 2,400 XP

Boots of Striding & Springing: These boots increase the wearer’s Movement Rate by 15” (3”). In addition to this striding ability, these boots allow the wearer to make great leaps.

Generally a character can jump a number of feet equal to their 1/5 of their Movement Rate (in feet) by making a strength check.
Weare of boots of striding & springing can jump a base distance equal to 2/5 of their Movement Rate. For high jumps, characters may jump number of feet equal to 1/10 of their Movement Rate. (in feet) with a successful strength check. Weare of boots of striding & springing can high jump a base distance equal to 1/5 of their Movement Rate.

Creation Requirements: Must be able to cast run and jump (caster level 3)
Purchase Cost: 6,000 gp
Creation Cost: 3,000 gp + 1,200 XP

**Brooms of Teleportation:** Any character wearing this footwear may teleport three times per day, exactly as if he had cast the spell of the same name.

Creation Requirements: Must be able to cast teleport (caster level 9)
Purchase Cost: 50,000 gp
Creation Cost: 25,000 gp + 10,000 XP

**Boots of the Winterlands:** These footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, boots of the winterlands warm the wearer, as if he were affected by an endure elements spell.

Creation Requirements: Must be able to cast endure elements (caster level 5)
Purchase Cost: 2,500 gp
Creation Cost: 1,250 gp + 500 XP

**Bottles of Air:** This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle takes 1 round, but a character so doing can then act for as long as he can hold his breath.

Creation Requirements: Must be able to cast water breathing (caster level 7)
Purchase Cost: 7,500 gp
Creation Cost: 3,250 gp + 1,300 XP

**Bowl of Commanding Water Elementals:** This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and very fragile. When the bowl is filled with fresh water, and certain words are spoken, a 12 hit die water elemental appears. The summoning words require 1 round to speak. In all ways the bowl functions as the conjure elemental spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain).

Note that if salt water is used, the elemental will be stronger (+2 hit points per hit die).

Creation Requirements: Must be able to cast conjure elemental (caster level 9)
Purchase Cost: 100,000 gp
Creation Cost: 50,000 gp + 20,000 XP

**Bowl of Watery Death:** This device exactly resembles a bowl commanding water elementals, including color, design, magic radiation, etc. However, when it is filled with water, the magic-user must save versus arcane magic at -9 or be shrunk to the size of a small ant and plunged into the center of the bowl. Note: if salt water is poured into the bowl the saving throw is at -12. The victim will drown in from 1d6+2 rounds, unless magic is used to save the individual, for he or she cannot be physically removed from the bowl of watery death except by magical means: animal growth, enlarge person, polymorph, or wish are the only spells which will free the victim, and restore normal size; a growth potion (i.e. a potion of enlarge person) poured into the water will have the same effect; a sweet water potion will allow the victim another saving throw.

If the victim drowns, death is permanent, no resurrection is possible, and even a wish will not work.

Creation Requirements: Must be able to cast conjure elemental (caster level 9)
Purchase Cost: 100,000 gp
Creation Cost: 50,000 gp + 20,000 XP

**Brooms of Archery:** These portable arm guards are the only weapons which will free the victim, and restore normal size; a sweet water potion will allow the victim another saving throw.

Creation Requirements: Must be able to cast conjure elemental (caster level 9)
Purchase Cost: 100,000 gp
Creation Cost: 50,000 gp + 20,000 XP

**Brooms of Defenselessness:** These items appear to be bracers of armor +5 and actually serve as such until the wearer is attacked in anger by an enemy with hit dice equal to or greater than his level. At that moment and thereafter, the bracers cause a -5 penalty to AC. Once their curse is activated, bracers of defenselessness can be removed only by means of a remove curse spell.

Creation Requirements: Must be able to cast mages armor (caster level 15)
Purchase Cost: 25,000 gp
Creation Cost: 12,500 gp + 5,000 XP

**Bracon of Commanding Fire Elementals:** This device appears to be a normal container for holding burning coals. When a fire is lit in the bracon and the proper summoning words are spoken, a 12 hit die fire elemental appears. The summoning words require 1 full round to speak. In all ways the bracon functions as the conjure elemental spell. If brimstone is added, the elemental will be stronger (+2 hit points per hit die).

Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Creation Requirements: Must be able to cast conjure elemental (caster level 9)
Purchase Cost: 100,000 gp
Creation Cost: 50,000 gp + 20,000 XP

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

Creation Requirements: Must be able to cast shield (caster level 1)
Purchase Cost: 1,500 gp
Creation Cost: 750 gp + 300 XP

**Broom of Animated Attack:** This item is indistinguishable in appearance from a normal broom. It is identical to a broom of flying by all tests short of attempted use. If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.
The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13 and 30 hit points.

Creation Requirements: Must be able to cast fly and animate objects or telekinesis (caster level 11)
Purchase Cost: 5,500 gp
Creation Cost: 2,250 gp + 900 XP

**Broom of Flying:** This broom is able to fly through the air as if affected by a fly spell (maneuverability class C) for up to 6 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a movement rate of 90' (18"), or up to 400 pounds at a speed of 60' (12"). In addition, the broom can travel alone to any destination named by the owner as long as he has a good idea of the location and layout of that destination. It comes to its owner from as far away as 900' when he speaks the command word. The broom of flying has a movement rate of 90' when it has no rider.

Creation Requirements: Must be able to cast fly (caster level 12)
Purchase Cost: 17,500 gp
Creation Cost: 8,750 gp + 3,500 XP

**Candle of Invocation:** Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 bonus on attack rolls and ability checks (including saving throws) while within 30' of the flame. A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a gate spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Creation Requirements: Must be able to cast gate (caster level 17)
Purchase Cost: 8,500 gp
Creation Cost: 4,250 gp + 1,700 XP

**Candle of Truth:** This white tallow candle, when burned, calls into effect a zone of truth spell (a -3 check penalty applies to the wisdom save) in a 5' radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Creation Requirements: Must be able to cast zone of truth (caster level 3)
Purchase Cost: 2,500 gp
Creation Cost: 1,250 gp + 500 XP

**Cape of the Mountebank:** On command, this bright red and gold cape allows the wearer to use the magic of the dimension door spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Creation Requirements: Must be able to cast dimension door (caster level 9)
Purchase Cost: 10,500 gp
Creation Cost: 5,250 gp + 2,100 XP

**Carpet of Flying:** This rug is able to fly through the air as if affected by a fly spell of unlimited duration. The size, carrying capacity, and speed of the different carpets of flying are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions. A carpet of flying can carry up to double its capacity, but doing so reduces its speed to 30 feet. It has maneuverability class C, but a carpet of flying can still hover.

<table>
<thead>
<tr>
<th>Size</th>
<th>Capacity</th>
<th>Movement Rate</th>
<th>Weight</th>
<th>Purchase Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>5' x 5'</td>
<td>200 lb.</td>
<td>120' (24&quot;)</td>
<td>10 lb.</td>
<td>25,000 gp</td>
</tr>
<tr>
<td>5' x 10'</td>
<td>400 lb.</td>
<td>90' (18&quot;)</td>
<td>15 lb.</td>
<td>50,000 gp</td>
</tr>
<tr>
<td>10' x 10'</td>
<td>800 lb.</td>
<td>60' (12&quot;)</td>
<td>20 lb.</td>
<td>75,000 gp</td>
</tr>
</tbody>
</table>

Creation Requirements: Must be able to cast fly (caster level 15)
Creation Cost: 12,500 gp + 5,000 XP (200 lb capacity), 25,000 gp + 10,000 XP (400 lb capacity), 37,500 gp + 15,000 XP (800 lb capacity)

**Censer of Controlling Air Elementals:** This 6" wide, 1" high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and 18"-long, summoning words spoken over it summon forth a 12 hit die air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the conjure elemental spell. If incense of meditation is burned within the censer, the air elemental will be stronger (+2 hit points per hit die).

Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Creation Requirements: Must be able to cast conjure elemental (caster level 9)
Purchase Cost: 100,000 gp
Creation Cost: 50,000 gp + 20,000 XP

**Chaos Diamond:** This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers: chaos, confusion, symbol of insanity
Each power is usable 1d4 times per day. This DM secretly rolls for each power separately.
A nonchaotic character who possesses a chaos diamond loses 1 level of experience. Although this never results in permanent level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including restoration spells).

Creation Requirements: Must be able to cast chaos, confusion, symbol of insanity (caster level 19)
Purchase Cost: 150,000 gp
Creation Cost: 75,000 gp + 30,000 XP

**Chime of Interruption:** This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full rounds (18 rounds). While the chime is resonating, no spell requiring a verbal component can be cast within a 30' radius of it unless the caster can make a concentration check (see PHB page 59) with a -7 check penalty.

Creation Requirements: Must be able to cast chime of interruption (caster level 7)
Purchase Cost: 17,500 gp
Creation Cost: 7,000 gp + 2,800 XP

**Chime of Opening:** A chime of opening is a hollow mithral tube about 1' long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackle, chains, bolts, and so on.
A chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a magic-user of lower than 15th level.
The chime must be pointed at the item or gate to be loosened or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosened, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four uses of a chime of opening to get it open. A silence spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

Creation Requirements: Must be able to cast knock (caster level 11)
Purchase Cost: 3,000 gp
Creation Cost: 1,500 gp + 600 XP

**Circlet of Persuasion:** This silver headband grants a +1 bonus to the wearer's charisma.

Creation Requirements: Must be able to cast friends (caster level 5)
Purchase Cost: 4,000 gp
Creation Cost: 2,000 gp + 800 XP

**Cloak of Anarchida:** This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a spider climb spell had been placed upon him. In addition, the cloak grants him immunity to entrapment by web spells or webs of any sort—he can actually move in webs at half his normal speed. Once per day, the wearer of this cloak can cast web. He also gains a +2 bonus on all saves against spider poisons.
Creation Requirements: Must be able to cast spider climb and web (caster level 6)
Purchase Cost: 15,000 gp
Creation Cost: 7,500 gp + 3,000 XP

Cloak of the Bat: Fashioned of dark brown or black cloth, this cloak bestows a +5 bonus on all dexterity checks made to hide. The wearer is also able to hang upside down from the ceiling, like a bat. By holding the edges of the garment, the wearer is able to fly as per the spell. If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly. All possessions worn or carried are part of the transformation.

The cloak works for a total of up to 1 turn per day. This duration need not be continuous.

Creation Requirements: Must be able to cast fly and polymorph (caster level 7)
Purchase Cost: 25,000 gp
Creation Cost: 12,500 gp + 5,000 XP

Cloak of Displacement: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works similar to the blink spell except that it only grants a 25% miss chance on attacks directed against the wearer.

The wearer of the cloak of displacement appears 1’ to 2’ from his actual position at all times, with the phantom image constantly shifting but never disappearing completely. As such, the other actual position at all times, with the phantom image constantly that it only grants a 25% miss chance on attacks directed against the cloak cannot bestow any flying power for a like period of time.

Creation Requirements: Must be able to cast fly and polymorph
Purchase Cost: 25,000 gp
Creation Cost: 12,500 gp + 5,000 XP

Cloak of Evenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it grants the wearer an additional +5 bonus on all dexterity checks made to hide.

Creation Requirements: Must be an elf
Purchase Cost: 3,000 gp
Creation Cost: 1,500 gp + 600 XP

Cloak of Etherealness: This slivory-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the ethereal jaunt spell). The effect is dismissible.

The cloak works for a total of up to 1 turn per day. This duration need not be continuous.

Creation Requirements: Must be able to cast ethereal jaunt
Purchase Cost: 55,000 gp
Creation Cost: 27,500 gp + 11,000 XP

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the cloak of the manta ray adheres to the individual, and he appears nearly identical to a manta ray (as the polymorph spell, except that it allows only manta ray form). His armor class becomes 13 (not including dexterity bonuses), he gains the ability to breathe underwater, and has a swimming movement rate 60’ per round, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Creation Requirements: Must be able to cast polymorph and water breathing (caster level 9)
Purchase Cost: 7,500 gp
Creation Cost: 3,750 gp + 1,500 XP

Cloak of Poisonousness: This cloak is usually made of a woolen material, although it can be made of leather. A detect poison spell can reveal the presence of poison impregnated in the cloak’s fabric. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly unless she succeeds on a constitution save with a -15 penalty.

Once donned, a cloak of poisonousness can be removed only with a remove curse spell; doing this destroys the magical property of the cloak. If a neutralize poison spell is then used, it is possible to revive the victim with a raise dead or resurrection spell, but not before.

Creation Requirements: Must be able to cast poison and limited wish or miracle (caster level 15)
Purchase Cost: 60,000 gp
Creation Cost: 30,000 gp + 12,000 XP

Cloak of Protection: A cloak of protection increases the wearer's armor class value and saving throws versus all forms of attack. A +1 cloak raises AC by 1 and gives a bonus of +1 on saving throw die rolls.

The magical properties of a cloak of protection are cumulative with most other protective magical items except the cloak does not add to armor value if magical armor is worn. If more than 1 item of protection is operating on the same person, only the strongest item (whether it be a ring or cloak) will function.

Creation Requirements: Caster must be of a level 9 + the bonus of the ring
Purchase Cost: 5,000 gp (+1); 12,500 gp (+2); 25,000 gp (+3); 50,000 gp (+4); 75,000 gp (+5)
Creation Cost: 2,500 gp + 1,000 XP (+1); 6,250 gp + 2,500 XP (+2); 12,500 gp + 5,000XP (+3); 25,000 gp + 10,000 XP (+4); 37,500 gp + 15,000 XP (+5)

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6” in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell scrying (an intelligence check at -10 negates scrying attempts).

Certain crystal balls have additional powers that can be used through the crystal ball on the target viewed. Crystal balls weigh 7 pounds.

Creation Requirements: Must be able to cast scrying (plus any additional spells put into the item)

<table>
<thead>
<tr>
<th>Crystal Ball Type</th>
<th>Purchase Cost</th>
<th>Creation Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crystal ball</td>
<td>40,000 gp</td>
<td>20,000 gp + 8,000 XP</td>
</tr>
<tr>
<td>Crystal ball with detect invisibility</td>
<td>50,000 gp</td>
<td>25,000 gp + 10,000 XP</td>
</tr>
<tr>
<td>Crystal ball with ESP</td>
<td>50,000 gp</td>
<td>25,000 gp + 10,000 XP</td>
</tr>
<tr>
<td>Crystal ball with telepathy*</td>
<td>75,000 gp</td>
<td>37,500 gp + 15,000 XP</td>
</tr>
<tr>
<td>Crystal ball with true seeing*</td>
<td>80,000 gp</td>
<td>40,000 gp + 16,000 XP</td>
</tr>
</tbody>
</table>

* The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a suggestion as well.

Crystal Hypnosis Ball: This cursed item is indistinguishable from a normal crystal ball. However, anyone attempting to use the scrying device becomes fascinated for 1d6 minutes, and a telepathic suggestion is implanted in his mind (an intelligence save at -17 negates this).

The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, lich, or even some power or being from another plane. Each further use brings the crystal hypnosis ball gazer deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of his subjugation.

Creation Requirements: This, in effect, is a minor artifact and cannot be created

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special wall of force 10’ on a side around her person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device.

Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor’s movement rate is limited to the maximum value given on the table.
Disintegrate 6

Attack Form Extra Charges

<table>
<thead>
<tr>
<th>Creation Cost: 6,000 gp + 2,400 XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purchase Cost: 12,000 gp</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Creation Cost: 82,000 gp + 32,800 XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purchase Cost: 164,000 gp</td>
</tr>
</tbody>
</table>

Wenn der Flächenkraft von Kreaturen in Nachbarfeldern zu stark ist, springt sie in ein zufälliges Punkt auf der anderen Ebene, entlang der Kante. (Die anderen Kreaturen können aus diesem Fall entkommen.)

<table>
<thead>
<tr>
<th>Wall of fire</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
</tr>
</tbody>
</table>

Creation Requirements: Must be able to cast wall of force (caster level 10)

Purchase Cost: 60,000 gp

Creation Cost: 30,000 gp + 12,000 XP


Creation Requirements: Must be able to cast protection from energy (caster level 5)

Purchase Cost: 27,500 gp

Creation Cost: 13,750 gp + 5,500 XP

**Cubic Gate**: Dieser Fluch ist ein Produkt aus einem Skameli. Jeder der sechs Seiten der Würfel ist mit einem Portal versehen, eines der die Ebene ist die Material Ebene. Der Charakter, der die Seite öffnet, kann die Würfel in den Raum transportieren, in dem sich der Besitzer befindet. Wenn die Würfel aktiviert werden, öffnet sich ein Portal an einer zufälligen Stelle auf der Seite, die als Besitzer definiert wird. Das Portal kann bis zu 30' entfernt sein. Wenn ein Kreatur durch das Portal tritt, wird sie deaktiviert oder deaktiviert wird, wenn sie eine Kälteangriffsschwelle von 50% erreicht oder überschreitet. Der Würfel absorbiert alle Kälteangriffe. Wenn der Würfel eine Schwelle von 50% erreicht oder überschreitet, wird er zerstört oder deaktiviert. Der Würfel kann wiederaufgebaut werden, wenn er ein Sperrzeitfenster von 1 Stunde hat und in einem Wort aktiviert wird (einelei). Der deaktivierte Würfel kann nicht mehr aktiviert werden.

Creation Requirements: Must be able to cast plane shift (caster level 9)

Purchase Cost: 9,000 gp

Creation Cost: 4,500 gp + 1,800 XP

**Elemental Gem**: This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water). When the gem is crushed, smashed, or broken (taking 1 round), a 12-hit die elemental appears as if summoned by a conjure elemental spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. Air elemental gems are transparent, earth elemental gems are light brown, fire elemental gems are reddish orange, and water elemental gems are blue-green.

**Creation Requirements**: Must be able to cast conjure elemental (caster level 11)
**Purchase Cost**: 2,500 gp
**Creation Cost**: 1,250 gp + 500 XP

**Eversmoking Bottle**: This metal urn is identical in appearance to an efreiti bottle, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision (offering 100% concealment to all within the smoke) across a 50' spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10' per round until it has covered a 100' radius. This area remains smoke-filled until the eversmoking bottle is stopped. The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. The bottle weighs 1 lb.

**Creation Requirements**: Must be able to cast pyrotechnics (caster level 3)
**Purchase Cost**: 5,400 gp
**Creation Cost**: 2,700 gp + 1,080 XP

**Eyes of Charming**: These two crystal lenses fit over the user’s eyes. The wearer is able to use charm person (one target per round) merely by meeting a target’s gaze. Those failing a charisma check at -7 are charmed as per the spell. If the wearer has only one lens, the target gets a make his save with a +10 bonus (the saving throw modifier would total +3).

**Creation Requirements**: Must be able to cast charm person (caster level 7)
**Purchase Cost**: 60,000 gp for a pair
**Creation Cost**: 30,000 gp + 12,000 XP

**Eyes of Doom**: These crystal lenses fit over the user’s eyes, enabling him to cast banes upon those around him (one target per round) as a free gaze attack each round. Those failing a charisma save (with a -11 penalty) are affected as by the bane spell. If the wearer has only one lens, the target gets a make his save with a +10 bonus (the saving throw modifier would total -1). If the wearer has both lenses, he gains the additional power of detect undead that may be used at will and can use fear as a gaze attack once per week. This use of the eyes counts as the wearer’s action for the round.

**Creation Requirements**: Must be able to cast bane, detect undead, and fear (caster level 11)
**Purchase Cost**: 25,000 gp for a pair
**Creation Cost**: 12,500 gp + 5,000 XP

**Eyes of the Eagle**: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 bonus on wisdom checks made to view objects over long distances (over 100’ away). Distant objects are seen with 100 times greater clarity (an object 1,000 feet away would be a clearly seen as an object on 10’ away). All range penalties to attack rolls are halved for the wearer of the eyes of the eagle.

Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye. Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness. Range penalties are not reduced for a character wearing a single eye of the eagle.

**Creation Requirements**: Must be able to cast clairaudience/clairvoyance (caster level 5)
**Purchase Cost**: 5,000 gp for a pair
**Creation Cost**: 2,500 gp + 1,000 XP

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**Unearthed Arcana 59**
Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. They allow her to use a petrification gaze attack for 10 rounds per day. Both lenses must be worn for the magic to be effective. 25% of these devices are cursed, instantaneously turning their wearer to stone. Both effects are negated with a successful wisdom save at -11. Creation Requirements: Must be able to cast flesh to stone. Cursed items require that the caster be able to cast curse (caster level 11) Purchase Cost: 100,000 gp for a pair
Creation Cost: 50,000 gp + 20,000 XP

Figurines of Wondrous Power: Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak. If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in combat, the statuette is fully obedient to the figurine’s owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.
Creation Requirements: Must be able to cast animate object (caster level 11)
Purchase Cost: 17,000 gp
Creation Cost: 8,500 gp + 3,400 XP

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: fly, plane shift, and ethereal jaunt. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% (1-2 on a d20) likely to use its commands of its owner. A creature which successfully separates from the figurine’s command word, a marble elephant grows to the size and statistics of a light warhorse with the following additional powers usable once per week for up to 24 hours. Note that when an obsidian steed becomes ethereal or plane shifts, its rider and his gear follow suit. Thus, the user can travel to other planes via this means.
Creation Requirements: Must be able to cast animate object, ethereality, fly and plane shift (caster level 15)
Purchase Cost: 28,500 gp
Creation Cost: 14,250 gp + 5,700 XP

Onyx Dog: When commanded, this statuette becomes a creature with the same properties as a riding dog except that it is endowed with a low (8) intelligence, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the track ability of rangers and adds +4 to all wisdom checks related to sensory perception.) It has 60’ darkvision, and it can detect invisibility. An onyx dog can be used once per week for up to 6 hours. It obeys only its owner.
Creation Requirements: Must be able to cast animate object (caster level 11)
Purchase Cost: 15,500 gp
Creation Cost: 7,750 gp + 3,100 XP

Serpentine Owl: This figurine becomes either a normal-sized horned owl or a giant owl according to the command word spoken. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears. (Remember the limitations of its intelligence.)
Creation Requirements: Must be able to cast animate object (caster level 11)
Purchase Cost: 9,000 gp
Creation Cost: 4,500 gp + 1,800 XP

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet must make a saving throw (with a -7 penalty to their intelligence check or be cursed, taking a -2 penalty on attack rolls and ability checks until a remove curse spell is cast upon them.
Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor. The gauntlets perform according to every test as if they were gauntlets of ogre power until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower dexterity by 2 points (no save is allowed versus these effects). Once the curse is activated, the gloves can be removed only by means of a remove curse spell, a wish, or a miracle.

Creation Requirements: Must be able to cast curse (caster level 7)
Purchase Cost: 1,500 gp
Creation Cost: 750 gp + 300 XP

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer an 18 strength or, for those with an 18 or greater strength, add a +1 bonus to the wearer's strength score. Both gauntlets must be worn for the magic to be effective.

Creation Requirements: Must be able to cast strength (caster level 9)
Purchase Cost: 25,000 gp
Creation Cost: 12,500 gp + 5,000 XP

Gauntlet of Rust: This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect a metallic object as if it were struck by a rust monster. It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

Creation Requirements: Must have a rust monster antenna and be able to cast curse (caster level 9)
Purchase Cost: 12,500 gp
Creation Cost: 6,250 gp + 2,500 XP

Gauntlet of Swimming and Climbing: A pair of these gloves appear as normal lightweight handwear; but they are most useful magic items, and radiate the wearer's dexterity. When wearing these gloves, the character may swim and climb at their full movement rate, as long as they are not more than lightly encumbered.

Creation Requirements: Must be able to cast freedom of movement (caster level 7)
Purchase Cost: 10,000 gp
Creation Cost: 5,000 gp + 2,000 XP

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.

Another command word causes the gem of brightness to send out a bright ray 1" in diameter and 50' long. This strikes as a ranged attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a dexterity save with a -6 penalty. This use of the gem expends 1 charge.

The third command word causes the gem to flare in a blinding flash of light that fills a 30' cone. Although this glare lasts but a moment, any creature within the cone must make a dexterity save with a -6 penalty or be blinded for 1d4 rounds. The use of the gem expends 5 charges.

A newly created gem of brightness has 50 charges. When all its charges are expended, the gem becomes nonmagical.

Creation Requirements: Must be able to cast continual light (caster level 6)
Purchase Cost: 13,000 gp
Creation Cost: 6,500 gp + 2,600 XP

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a gem of seeing enables the user to see as though he were affected by the true seeing spell. A gem of seeing can be used for as much as 30 minutes a day, divided up into periods of turns (3 turns), minutes or rounds (180 rounds) as the user sees fit.

Creation Requirements: Must be able to cast true seeing (caster level 11)
Purchase Cost: 75,000 gp
Creation Cost: 37,500 gp + 1,500 XP

Girdle of Dwarvenkind: This belt gives the wearer a +2 bonus on charisma checks when dealing with dwarves. The dwarf is assumed to be a normal dwarf. A +1 bonus on similar checks when dealing with other halfling subgroups, elves, half-elves and humans, and a -2 penalty when dealing with half-ords and humanoids.

The wearer can understand, speak, and read dwarven. If the wearer is not a dwarf, he gains 60' darkvision, dwarf stonecraft, a +1 bonus to constitution, and a +2 bonus on saves against versus poison and spells of spell-like abilities.

Creation Requirements: Must be able to cast tongues (caster level 12) and be a dwarf
Purchase Cost: 15,000 gp
Creation Cost: 7,500 gp + 3,000 XP

Girdle of Femininity/Masculinity: This broad leather band appears to be a normal belt used commonly by all sorts of adventurers, but of course it is magical. If buckled on, it will immediately change the sex of its wearer to the opposite gender (no save is allowed). Its magical curse fulfilled, the belt then loses power. The original sex of the character cannot be restored by any normal means, although a wish might do so (50% chance) and a powerful being can alter the situation, i.e., it takes a god-like creature to set matters right with certainty.

Creation Requirements: Must be able to cast curse (caster level 20)
Purchase Cost: 30,000 gp
Creation Cost: 15,000 gp + 6,000 XP

Girdle of Giant Strength: This wide belt is made of thick leather and studded with iron. When donned the wearer gains great strength. There are 6 types of belts of giant strength available, with each type granting the strength score and the ability to hurl boulders as a giant of its type.

<table>
<thead>
<tr>
<th>Belt Type</th>
<th>Giant Type</th>
<th>Strength Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>hill giant</td>
<td>19</td>
</tr>
<tr>
<td>II</td>
<td>stone giant</td>
<td>20</td>
</tr>
<tr>
<td>III</td>
<td>frost giant</td>
<td>21</td>
</tr>
<tr>
<td>IV</td>
<td>fire giant</td>
<td>22</td>
</tr>
<tr>
<td>V</td>
<td>cloud giant</td>
<td>23</td>
</tr>
<tr>
<td>VI</td>
<td>storm giant</td>
<td>24</td>
</tr>
</tbody>
</table>

Creation Requirements: Creator must be able to cast polymorph (caster level 9 + type)
Purchase Cost: 36,000 gp (type I), 40,000 gp (type II), 45,000 gp (type III), 52,000 gp (type IV), 61,000 gp (type V), 72,000 gp (type VI)
Creation Cost: 18,000 gp + 7,200 XP (type I), 20,000 gp + 8,000 XP (type II), 22,500 gp + 9,000 XP (type III), 26,000 gp + 10,400 XP (type IV), 30,500 gp + 12,200 XP (type V), 36,000 gp + 14,400 XP (type VI)

Gloves of Arrow Snaring: Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if he had the monk ability of polymorph.

Creation Requirements: Must be able to cast shield (caster level 3)
Purchase Cost: 4,000 gp
Creation Cost: 2,000 gp + 800 XP

Glove of Storing: This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. When a spell is cast, the fingers wearing the glove, the item appears. A glove can only store one item at a time. Storing or retrieving the item takes no time and may be done once per round in addition to the character's other actions.

The item is held in sticks and shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed,
but continue to expire. If an effect is suppressed or dispelled, the stored item appears instantly.

Creation Requirements: Must be able to cast Leomund’s secret chest (caster level 9)
Purchase Cost: 2,500 gp
Creation Cost: 1,250 gp + 500 XP

Harp of Chaming: This instrument is a golden, intricately carved harp. When played, it enables the performer to work one suggestion (as the spell, with a -5 charisma save penalty) into the music for each turn of playing if he can succeed on a performance check with a -5 penalty. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours. Weight 5 lb.

Creation Requirements: Must be able to cast suggestion (caster level 5)
Purchase Cost: 7,500 gp
Creation Cost: 3,750 gp + 1,500 XP

Hat of Disguise: This apparently normal hat allows its wearer to alter her appearance as with a change self spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

Creation Requirements: Must be able to cast change self (caster level 1)
Purchase Cost: 2,500 gp
Creation Cost: 1,250 gp + 500 XP

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the wearer dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crownlike, gem-tipped spikes. The jewels’ functions are as follows:

- Diamond: Prismatic spray
- Ruby: Wall of fire
- Fire opal: Fireball (1d6)
- Opal: Continual light

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a helm of brilliance also has the following magical properties when activated:
- It emanates a bluish light when undead are within 30’. This light causes 1d6 points of damage per round to all such creatures within that range.
- The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have. (unless the weapon already is a flaming weapon).
- The command takes 1 round to take effect.
- The helm protects the wearer as a double-strength resist energy (fire) spell, adding +4 to all saves versus fire spells and effects, and reducing all fire damage taken by ½. This protection does not stack with similar protection from other sources.
- The wearer may produce flame, as a 5th level caster, once per day.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it. If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional save versus the same effect, the remaining gems on the helm overload and detonate. Remaining diamonds become prismatic sprays that each randomly target a creature within range (possibly the wearer), rubies become straight-line walls of fire extending outward in a random direction from the helm wearer, and fire opals become fireballs centered on the helm wearer. The opals and the helm itself are destroyed. Weight 3 lb.

Creation Requirements: Must be able to cast continual light, detect undead, fireball, flame blade, prismatic spray, produce flame, resist energy and wall of fire (caster level 13)
Purchase Cost: 125,000 gp
Creation Cost: 62,500 gp + 25,000 XP

Helm of Comprehending Languages and Reading Magic: Appearing as a normal helmet, a helm of comprehending languages and reading magic grants the wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 bonus on decipher script checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use. Weight 3 lb.

Creation Requirements: Must be able to cast comprehend languages and read magic (caster level 4)
Purchase Cost: 5,200 gp
Creation Cost: 2,600 gp + 1,040 XP

Helm of Opposite Alignment: This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (a charisma save made with a -12 penalty negates this). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character
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whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a wish or miracle can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an atonement spell is needed as well if the curse is to be obliterated. When a helm of opposite alignment has functioned once, it loses its magical properties. Weight 3 lb.

Creation Requirements: Must be able to cast curse (caster level 12)
Purchase Cost: 2,000 gp
Creation Cost: 2,000 gp + 800 XP

**Helm of Telepathy:** The wearer can use ESP at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a suggestion (as the spell, charisma save at -5 negates) along with his telepathic message. Weight 3 lb.

Creation Requirements: Must be able to cast curse and suggestion (caster level 5)
Purchase Cost: 27,000 gp
Creation Cost: 13,500 gp + 5,400 XP

**Helm of Teleportation:** A character wearing this device may teleport three times per day, exactly as if he had cast the spell of the same name. Weight 3 lb.

Creation Requirements: Must be able to cast teleport (caster level 9)
Purchase Cost: 75,000 gp
Creation Cost: 37,500 gp + 15,000 XP

**Helm of Underwater Action:** The wearer of this helm can see underwater. Drawing the small lenses in compartments on either side into position before the wearer’s eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the helm of underwater action creates a globe of air around the wearer’s head and maintains it until the command word is spoken again, enabling her to breathe freely.

Creation Requirements: Must be able to cast water breathing (caster level 5)
Purchase Cost: 60,000 gp
Creation Cost: 30,000 gp + 12,000 XP

**Horn of Blasting:** This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40’ cone and causes them to be stunned for 1d4 rounds. If a horn of blasting is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it dissolves to a lower register at the end of each blast. The fogcloud spreads a 10’ radius cloud in front of the horn blower each round that the user continues to blow the horn. The fogcloud travels 10’ away from the horn’s user each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog within 1d4 rounds. A strong wind (21+ mph) disperses the fog in 1 round.

Weight 1 lb.

Creation Requirements: Must be able to cast fog cloud (caster level 3)
Purchase Cost: 2,000 gp
Creation Cost: 1,000 gp + 400 XP

**Horn of Goodness/Evil:** This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner’s alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a protection from evil 10’ radius spell. If he is evil, then blowing the horn has the effect of a protection from good 10’ radius spell. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

Weight 1 lb.

Creation Requirements: Must be able to cast protection from good (or evil) 10’ radius (caster level 6)
Purchase Cost: 6,500 gp
Creation Cost: 3,250 gp + 1,300 XP

**Horn of the Tritons:** This device is a conch shell that can be blown once per day except by a triton which can sound it three times per day. A horn of the tritons can perform any one of the following functions when blown.

Calm rough waters in a 1-mile radius. This effect automatically dispels a conjured water elemental or water wend.

Attract 5d4 hippocampi (“1-2” on a d6), 5d6 giant sea horses (“3-4” on a d6), or 1d10 sea lions (“5-6” on a d6) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.

Causes aquatic creatures with animal or lower intelligence scores within 500’ to flee as if they had been targeted by a fear
Any sounding of a horn can be heard by all tritons within a 3-mile radius. Weight 2 lb.

Creation Requirements: Must be able to cast monster summoning V (caster level 13)
Purchase Cost: 50,000 gp
Creation Cost: 25,000 gp + 10,000 XP

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they double the animal's movement rate. As with other effects that increase movement rate, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective. Weight 12 lb.

Creation Requirements: Must be able to cast haste (caster level 5)
Purchase Cost: 4,500 gp
Creation Cost: 2,250 gp + 900 XP

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal movement rate but may travel for up to 12 hours before tiring. All four shoes must be worn by the same animal for the magic to be effective. Weight 4 lb.

Creation Requirements: Must be able to cast levitate (caster level 3)
Purchase Cost: 6,000 gp
Creation Cost: 3,000 gp + 1,200 XP

Incense of Meditation: This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a wisdom check.

When a divine spellcaster lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense enables him to cast all of his spells with maximum efficacy. All variable spell effects are automatically increased to maximum amount possible. As such, all cure spells heal 8 hit points per die.

each block of incense burns for 8 hours, and the effects persist for 24 hours. Weight 1 lb.

Creation Requirements: Must be able to cast bless (caster level 7)
Purchase Cost: 5,000 gp
Creation Cost: 2,500 gp + 1,000 XP

Incense of Obsession: These blocks of incense appear to be incense of meditation. If meditation and prayer are conducted while incense of obsession is burning nearby, its odor and smoke cause the user to become totally confident that her spell ability is superior, due to the magic incense. The user is determined to use her spells at every opportunity, even when not needed or when useless. The user remains obsessed with her abilities and spells until all have been used or cast, or until 24 hours have elapsed. Weight 1 lb.

Creation Requirements: Must be able to cast curse (caster level 7)
Purchase Cost: 600 gp
Creation Cost: 300 gp + 120 XP

Ioun Stones: These crystalline stones always float in the air and must be within 3' of their owner to be of any use. When a character first acquires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3' from his head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and save as hard metal items with a +3 magical bonus.

Regeneration from the pearly white ioun stone works like a ring of regeneration. The pale lavender and lavender and green stones work like a rod of absorption. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see minor ring of spell storing).

<table>
<thead>
<tr>
<th>Color</th>
<th>Shape</th>
<th>Effect</th>
<th>Purchase Cost (gp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>spindle</td>
<td>sustains creature without food or water</td>
<td>4,000 gp</td>
</tr>
<tr>
<td>Deep red</td>
<td>sphere</td>
<td>+1 bonus to dexterity</td>
<td>8,000 gp</td>
</tr>
<tr>
<td>Full gray</td>
<td>Any</td>
<td>burned out, &quot;dead&quot; stone</td>
<td>1,000 gp</td>
</tr>
<tr>
<td>Dusty rose</td>
<td>prism</td>
<td>+1 bonus to AC</td>
<td>5,000 gp</td>
</tr>
<tr>
<td>Incandescent</td>
<td>blue</td>
<td>+1 bonus to wisdom</td>
<td>8,000 gp</td>
</tr>
<tr>
<td>Indescent</td>
<td>sphere</td>
<td>sustains creature without air</td>
<td>18,000 gp</td>
</tr>
<tr>
<td>Lavender &amp; green</td>
<td>ellipsoid</td>
<td>absorbs spells of up to 4th level</td>
<td>40,000 gp</td>
</tr>
<tr>
<td>Orange</td>
<td>prism</td>
<td>+1 caster level</td>
<td>30,000 gp</td>
</tr>
<tr>
<td>Pale blue</td>
<td>rhomboid</td>
<td>+1 bonus to strength</td>
<td>8,000 gp</td>
</tr>
<tr>
<td>Pale green</td>
<td>prism</td>
<td>+1 bonus on attack rolls and ability checks</td>
<td>30,000 gp</td>
</tr>
<tr>
<td>Pale lavender</td>
<td>ellipsoid</td>
<td>absorbs spells of up to 4th level</td>
<td>20,000 gp</td>
</tr>
<tr>
<td>Pearly white</td>
<td>white</td>
<td>regenerate 1 point of damage per turn</td>
<td>20,000 gp</td>
</tr>
<tr>
<td>Pink</td>
<td>rhomboid</td>
<td>+1 bonus to constitution</td>
<td>8,000 gp</td>
</tr>
<tr>
<td>Pink &amp; green</td>
<td>sphere</td>
<td>+1 bonus to charisma</td>
<td>8,000 gp</td>
</tr>
<tr>
<td>Scarlet &amp; blue</td>
<td>sphere</td>
<td>+1 bonus to intelligence</td>
<td>8,000 gp</td>
</tr>
<tr>
<td>Violet purple</td>
<td>prism</td>
<td>Stores 3 levels of spells, as a minor ring of spell storing</td>
<td>36,000 gp</td>
</tr>
</tbody>
</table>

* maximum of 18
** adds 10 power points to a psionicist’s daily allotment. Only one stone can be used in such a manner.
1 after absorbing 20 spell levels, the stone burns out & turns dull gray, forever useless.
2 after absorbing 50 spell levels, the stone burns out & turns dull gray, forever useless.

Creation Requirements: Must be able to cast curse (caster level 7)
Purchase Cost: 600 gp
Creation Cost: 300 gp + 120 XP

Instrument of the Bards: There are 7 magical instruments. Each can be fully utilized only by a bard, particularly a bard who meets the instrument’s prerequisite level.

Bards of lower status, as well as other characters able to play such an instrument, will be able to use the device as an exceptional instrument (which grants a +2 bonus to performance checks) but not employ its magical properties. The 7 instruments are described below.

Fechurcan Bandle: If this small, 3-stringed instrument is played by any bard it increases the difficulty of saving throws versus his
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Creation Cost: 21,250 gp + 8,500 XP
Purchase Cost: 42,500 gp

Creation Cost: 15,000 gp + 6,000 XP
Purchase Cost: 20,000 gp

Creation Requirements: Must be able to cast faerie fire, entangle, shillelagh, and speak with animals (caster level 3)

Purchase Cost: 7,500 gp
Creation Cost: 3,750 gp + 1,500 XP

Mac-Fuirmidh Cittern: This lute-like instrument may be properly played by any bard of 3rd level or higher. A 3rd or higher level bard who uses the cittern has the saving throw penalty versus his fascinate increased by 2. In addition, he can sing the following songs once per day which:
1. cast a barkskin spell;
2. cure moderate wounds; and
3. cast an obscurement spell.

All of these spells function as if cast by a 3rd level caster.
Creation Requirements: Must be able to cast barkskin, cure moderate wounds, and obscurement (caster level 5)
Purchase Cost: 12,500 gp
Creation Cost: 6,250 gp + 2,500 XP

Doss Lute: This instrument may only be properly played by a bard of 5th level or higher. A 5th or higher level bard who plays the lute adds 3 to their victim’s saving throw penalty versus their fascinate ability and can sing each magical song once per day which:
1. cast a hold animal;
2. neutralize poison; and
3. cast a protection from energy (fire) in a 10’ radius.

All spells function as if cast by a 7th level caster.
Creation Requirements: Must be able to cast hold animal, neutralize poison, and protection from energy (caster level 7)
Purchase Cost: 20,000 gp
Creation Cost: 10,000 gp + 4,000 XP

Canaith Mandolin: A 7th level or higher level bard is able to employ this mandolin to add 4 to their victim’s saving throw penalty versus their fascinate ability. They may also to cast the following spells once per day:
1. cure serious wounds;
2. dispel magic; and
3. cast a protection from energy (electricity) in a 10’ radius.

All spells function as if cast by a 9th level caster.
Creation Requirements: Must be able to cast cure serious wounds, dispel magic, and protection from energy (caster level 9)
Purchase Cost: 30,000 gp
Creation Cost: 15,000 gp + 6,000 XP

Cli Lyre: A Cli Lyre, when used by a bard of 9th level or higher adds 5 to their victim’s saving throw penalty versus their fascinate ability and can cast the following spells by playing the Lyre, once each per day:
1. control winds;
2. transmute rock to mud; and
3. create a wall of fire.

All spells function as if cast by an 11th level caster.
Creation Requirements: Must be able to cast control winds, transmute rock to mud, and wall of fire (caster level 11)
Purchase Cost: 42,500 gp
Creation Cost: 21,250 gp + 8,500 XP

Anstruth Harp: This powerful instrument may only be used by a bard of 11th level or higher. In the hands of such a bard the harp adds 6 to the saving throw penalty of their fascinate ability and can be played so as to cast the following spells, one each per day:
1. cure critical wounds;
2. create a wall of thorns; and
3. cast control weather.

All spells function as if cast by a 13th level caster.
Creation Requirements: Must be able to cast cure critical wounds, wall of thorns, and control weather (caster level 13)
Purchase Cost: 57,500 gp
Creation Cost: 9,000 gp + 11,500 XP

Ollamh Harp: If an Ollamh Harp is played by a bard of 13th level or higher it adds 5 to their victim’s saving throw penalty vs their fascinate ability. It can cast one each of the following spells daily:
1. confusion;
2. sunburst; and
3. fire storm.

All spells function as if cast by a 15th level caster.
Creation Requirements: Must be able to cast confusion, sunburst, and fire storm (caster level 15)
Purchase Cost: 75,000 gp
Creation Cost: 37,500 gp + 15,000 XP

The type of instrument found is determined by the table below:

<table>
<thead>
<tr>
<th>d20 Roll</th>
<th>Instrument</th>
<th>d20 Roll</th>
<th>Instrument</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Fachlucan Bandore</td>
<td>16-17</td>
<td>Cli Lyre</td>
</tr>
<tr>
<td>6-9</td>
<td>Mac-Fuirmidh Cittern</td>
<td>18-19</td>
<td>Anstruth Harp</td>
</tr>
<tr>
<td>10-12</td>
<td>Doss Lute</td>
<td>20</td>
<td>Ollamh Harp</td>
</tr>
<tr>
<td>13-15</td>
<td>Canaith Mandolin</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Iron Flask: These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails an intelligence saving throw with a -20 penalty. The range of this effect is 60’. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile. A newly discovered bottle might contain any of the following:

<table>
<thead>
<tr>
<th>d%</th>
<th>Contents</th>
<th>d%</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-50</td>
<td>empty</td>
<td>89</td>
<td>deva (monadic)</td>
</tr>
<tr>
<td>51-54</td>
<td>16 HD air elemental</td>
<td>90</td>
<td>deva (monadic)</td>
</tr>
<tr>
<td>55-58</td>
<td>aenid servant</td>
<td>91</td>
<td>devil (osuth)</td>
</tr>
<tr>
<td>59-62</td>
<td>16 HD earth elemental</td>
<td>92</td>
<td>devil (barbazu)</td>
</tr>
<tr>
<td>63-66</td>
<td>xom</td>
<td>93</td>
<td>devil (eirynes)</td>
</tr>
<tr>
<td>67-70</td>
<td>16 HD fire elemental</td>
<td>94</td>
<td>devil (comugon)</td>
</tr>
<tr>
<td>71-74</td>
<td>salamander</td>
<td>95</td>
<td>daad, red</td>
</tr>
<tr>
<td>75-78</td>
<td>16 HD water elemental</td>
<td>96</td>
<td>daad, blue</td>
</tr>
<tr>
<td>79-82</td>
<td>water weird</td>
<td>97</td>
<td>invisible stalker</td>
</tr>
<tr>
<td>83-84</td>
<td>demon (vrock)</td>
<td>98</td>
<td>djinni</td>
</tr>
<tr>
<td>85-86</td>
<td>demon (hezou)</td>
<td>99</td>
<td>rashasa</td>
</tr>
<tr>
<td>87</td>
<td>demon (glaabuz)</td>
<td>100</td>
<td>efrees</td>
</tr>
<tr>
<td>88</td>
<td>demon (succubus)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Creation Requirements: Must be able to cast trap the soul (caster level 20)
Purchase Cost: 200,000 gp (empty)
Creation Cost: 100,000 gp + 40,000 XP

Jewel of Attacks: This gleaming gem radiates magic and appears to be a valuable item. It is cursed, however, and it doubles the likelihood of encountering wandering monsters and imposes a -5 penalty to all encounter reaction checks made by its bearer to avoid combat. Once picked up, the jewel of attacks will always magically return to its finder (secreting itself in pouch, bag, pack, pocket, etc.) until a remove curse spell or an abatement is cast upon him.

Creation Requirements: Must be able to cast cure curse (caster level 7)
Purchase Cost: 3,000 gp
Creation Cost: 1,500 gp + 600 XP

Jewel of Flawlessness: This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its dwemer will be noted. When a jewel of flawlessness is placed with other gems, it increases their value by 25%.
The jewel has from 10d10 facets, and whenever a gem increases in value because of the magic of the jewel of flawlessness, 1 of these facets disappears. When all are gone, the jewel is a spherical stone of no value.

**Creation Requirements:** Must be able to cast major creation (caster level 11)

**Purchase Cost:** 30,000 gp

**Creation Cost:** 15,000 gp + 6,000 XP

**Lantern of Revealing:** This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 30'. Just like the spell invisibility purge. Weight 2 lb.

**Creation Requirements:** Must be able to cast invisibility purge (caster level 6)

**Purchase Cost:** 30,000 gp

**Creation Cost:** 15,000 gp + 6,000 XP

**Lens of Detection:** This circular prism enables its user to detect minute details, granting a +5 bonus on all checks made to search for secret doors or detect traps. It also aids in following tracks, adding a +5 bonus on survival checks when tracking. The lens is about 6' in diameter and set in a frame with a handle.

**Creation Requirements:** Must be able to cast true seeing (caster level 9)

**Purchase Cost:** 3,500 gp

**Creation Cost:** 1,750 gp + 700 XP

**Libram of Gainful Conjuration:** This mystic compilation contains much arcane knowledge for magic-users (including illusionists) of neutral (neutral, chaotic neutral, lawful neutral) alignment. If a character of this class and alignment spends a full week, cloistered and undisturbed, pondering its contents, he or she will gain experience points sufficient to place him or her exactly at the mid-point of the next higher level. When this occurs, the libram will disappear - totally gone - and that same character can never benefit again from reading such a work.

Any non-neutral magic-user reading so much as a line of the libram will take 5d4 points of damage, be unconscious for a like number of turns, and must seek a cleric to atone for them. Like all magical works of this sort, it becomes a normal book. Weight 5 lb.

**Creation Requirements:** Must be able to cast atone, alter reality or miracle (caster level 17)

**Purchase Cost:** 50,000 gp

**Creation Cost:** 25,000 gp + 10,000 XP

**Libram of Ineffable Damnation:** This work is exactly like the Libram of Gainful Conjuration except that it benefits evil magic-users, and non-evil characters of that class will lose 1 level of experience merely from looking inside of its brass-bound covers, in addition to the other ill effects of perusing but 1 line of its contents.

**Creation Requirements:** Creator must be evil and must be able to cast atonement or wish (caster level 17)

**Purchase Cost:** 200,000 gp

**Creation Cost:** 100,000 gp + 40,000 XP

**Libram of Silver Magic:** This mystic text is the reverse of the Libram of Ineffable Damnation, greatly beneficial to good magic-users, most baneful to non-good ones. Like all magical works of this sort, it vanishes after 1 week of study, and the character having benefited from it can never be so aided again.

**Creation Requirements:** Creator must be evil and must be able to cast atonement or wish (caster level 17)

**Purchase Cost:** 200,000 gp

**Creation Cost:** 100,000 gp + 40,000 XP

**Lyre of Building:** If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300'. This includes the effects of a hom in the way once per day, with the protection lasting for 3 turns. The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a performance (lyre) check with a cumulative -2 penalty for subsequent hour. If it fails, he must stop and cannot play the lyre again for this purpose until a week has passed.

**Creation Requirements:** Must be able to cast move earth (caster level 15)

**Purchase Cost:** 20,000 gp

**Creation Cost:** 10,000 gp + 4,000 XP

**Mantle of Spell Resistance:** This garment, worn over normal clothing or armor, grants the wearer spell resistance of +8.

**Creation Requirements:** Must be able to cast Serten's spell immunity (caster level 15)

**Purchase Cost:** 75,000 gp

**Creation Cost:** 37,500 gp + 15,000 XP

**Manual of Bodily Health:** This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains a permanent +1 bonus on his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight 5 lb.

**Creation Requirements:** Must be able to cast wish, alter reality or miracle (caster level 17)

**Purchase Cost:** 50,000 gp

**Creation Cost:** 25,000 gp + 10,000 XP

**Manual of Gainful Exercise:** This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains a permanent +1 bonus on his Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight 5 lb.

**Creation Requirements:** Must be able to cast wish, alter reality or miracle (caster level 17)

**Purchase Cost:** 50,000 gp

**Creation Cost:** 25,000 gp + 10,000 XP

**Manual of Golems:** A golem manual contains information, incantations and magical power that help a character to craft a golem. Any golem built using a golem manual does not cost the creator any XP, since the requisite XP are "contained" in the book and the golem. The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated. Weight 5 lb.

**Clay Golem Manual:** The book contains animate objects, bless, commune, and resurrection. The creator must still provide materials worth 50,000 gold pieces in order to craft the golem.

**Creation Requirements:** Must be able to cast animate objects, bless, commune, and resurrection (caster level 17)

**Purchase Cost:** 12,000 gp

**Creation Cost:** 6,000 gp + 2,400 XP

**Flesh Golem Manual:** The book contains polymorph any object, geas, protection from normal missiles, strength and limited wish. The creator must still provide materials worth 40,000 gold pieces in order to craft the golem. Weight 5 lb.

**Creation Requirements:** Must be able to cast polymorph any object, geas, protection from normal missiles, strength and limited wish (caster level 13)

**Purchase Cost:** 8,000 gp

**Creation Cost:** 4,000 gp + 1,600 XP

**Iron Golem Manual:** The book contains cloudkill, geas/quest, wish, and polymorph any object. The creator must still provide materials worth 80,000 gold pieces in order to craft the golem.

**Creation Requirements:** Must be able to cast cloudkill, geas/quest, wish or miracle, and polymorph any object (caster level 17)
Purchase Cost: 36,000 gp
Creation Cost: 18,000 gp + 7,200 XP
Stone Golem Manual: The book contains geas/quest, wish, polymorph any object, and slow. The creator must provide materials worth 60,000 gold pieces in order to craft the golem.
Creation Requirements: Must be able to cast geas/quest, wish or miracle, polymorph any object, and slow (caster level 15)
Purchase Cost: 24,000 gp
Creation Cost: 12,000 gp + 4,800 XP

Manual of Puissant Skill at Arms: This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes.
Any fighter-type character (including literate barbarians as well as cavaliers, paladins and rangers) who spends a full week reading the manual and practicing the skills described therein will gain experience points sufficient to place him or her exactly at the mid-point of the next higher level. When this occurs, the book will disappear - totally gone - and that same character can never benefit again from reading such a work.
The fighter cannot articulate what he or she has read, nor can be recorded in any fashion.
Any cleric (including bards or druids), thief (including assassin), or monk who handles and/or reads the manual will not understand it. If a magic-user (including an illusory spell) attempts to read the book, he or she will be stunned for 1d6 turns and lose 1d6x10,000 experience points as the work is so opposed to the magic-using profession.
Creation Requirements: Creator must be proficient with all melee weapons and must be able to cast miracle, alter reality or wish (caster level 17)
Purchase Cost: 200,000 gp
Creation Cost: 100,000 gp + 40,000 XP

Manual of Quickness of Action: This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains a permanent +1 bonus to his dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.
Weight: 5 lb.
Creation Requirements: Must be able to cast wish, alter reality or miracle (caster level 17)
Purchase Cost: 25,000 gp + 10,000 XP

Manual of Stealthy Plying: This guide to expertise at thievery is so learned and erudite that any thief or assassin who reads it and then spends 1 week thereafter practicing the skills therein will gain experience points sufficient to place him or her at the mid-point of the next higher level. The text disappears after reading and that same character can never benefit again from reading such a work.
All fighter-type (except for paladins), magic-users (including illusionists), and monks will not comprehend the work. Clerics (including bards and druids) and paladins who read even a word of the book take 5d4 hit points of damage, are stunned for a like number of rounds, and, should they fail a wisdom save with a -17 penalty, lose 5d4x1,000 experience points as well. In addition, such characters must atone within 1 day or lose 1 point of wisdom.
Creation Requirements: Creator must have the stealthy class ability and must be able to cast miracle, alter reality or wish (caster level 17)
Purchase Cost: 200,000 gp
Creation Cost: 100,000 gp + 40,000 XP

Mask of the Skull: This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer’s face. It travels up to 60’ away from the wearer and attacks a target assigned to it. The grinning skull mask makes a ranged attack against the target and, if the attack succeeds, the target must make a charisma save at -15 or be struck dead, as if affected by a finger of death spell. If the target succeeds on his saving throw, he nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16 and has 30 hit points. Weight: 3 lb.
Creation Requirements: Creator must be able to cast finger of death (caster level 15)

Purchase Cost: 30,000 gp
Creation Cost: 15,000 gp + 6,000 XP

Maul of the Titans: This digging tool is 10’ long and weighs 120 pounds. Any Large-sized creature with a strength of 19 or more can use it to loosen or tumble earth or earthen ramparts (a 10’ cube every turn). It also smashes rock (a 10’ cube per hour). If used as a weapon, it strikes as a +3 warhammer that deals 5d6 damage.
Creation Requirements: Creator must be able to cast move earth (caster level 15)
Purchase Cost: 25,000 gp
Creation Cost: 12,500 gp + 5,000 XP

Medallion of ESP: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell ESP.
Creation Requirements: Creator must be able to cast ESP (caster level 15)
Purchase Cost: 12,500 gp
Creation Cost: 6,250 gp + 2,500 XP

Medallion of Thought Projection: This device seems like a medallion of ESP, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring an intelligence check at -5 to sort out.
However, while the user thinks she is picking up the thoughts of others, all she is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead anyone who rely upon them. What’s worse, unknown to her, the cursed medallion actually broadcasts her thoughts to creatures in the path of the beam, thus alerting them to her presence.
Creation Requirements: Creator must be able to cast ESP and audible glamer (caster level 15)
Purchase Cost: 12,500 gp
Creation Cost: 6,250 gp + 2,500 XP

Mirror of Life Trapping: This crystal device is usually about 4’ square and framed in metal or wood. It can be hung up or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A mirror of life trapping has fifteen nonspatial extradimensional compartments within it. Any creature coming within 30’ of the device and looking at its own reflection must make an intelligence save at -17 or be trapped within the mirror in one of the cells. A creature not aware of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).
When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim’s equipment (including clothing and anything being carried) remains behind. If the mirror’s owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.
If the mirror’s capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed. Weight: 50 lb.
Creation Requirements: Creator must be able to cast imprisonment (caster level 17)
Purchase Cost: 250,000 gp
Creation Cost: 125,000 gp + 50,000 XP
Mirror of Mental Prowess: This mirror resembles an ordinary looking glass 5' tall by 2' wide. The possessor who knows the proper command can cause it to perform as follows:

1. Read the thoughts of any creature reflected therein, as long as the owner is within 25' of the mirror, even if those thoughts are in an unknown language.
2. View other creatures as if with scrying or view other places as if with clairvoyance, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
3. Use it as a portal to visit other places. The user first views the place with the clairvoyance function, then steps through the mirror to the place pictured. Others can follow her through the mirror if they like. An invisible portal remains on the other side where she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word. Creatures being scried upon can step through the portal if they detect the scrying (by making their intelligence save at –17 versus that effect). Any creature who steps through the portal appears in front of the mirror.

Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the legend lore spell).

The mirror weighs 40 pounds.

Creation Requirements: Creator must be able to cast ESP, clairaudience/clairvoyance, gate, legend lore and scrying (caster level 17).
Purchase Cost: 200,000 gp
Creation Cost: 100,000 gp + 40,000 XP

Mirror of Opposition: This item resembles a normal mirror about 4' long and 3' wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. The mirror functions up to three times per day. Weight 45 lb.

Creation Requirements: Creator must be able to cast clone (caster level 15)
Purchase Cost: 100,000 gp
Creation Cost: 50,000 gp + 20,000 XP

Murfynd's Sustaining Spoon: This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Creation Requirements: Creator must be able to cast create food and water (caster level 5)
Purchase Cost: 5,700 gp
Creation Cost: 2,700 gp + 1,080 XP

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as cloudkill and stinking cloud effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

Creation Requirements: Creator must be able to cast alter self (caster level 7)
Purchase Cost: 10,000 gp
Creation Cost: 5,000 gp + 2,000 XP

Necklace of Missiles: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.)

If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70'. When a sphere arrives at the end of its trajectory, it detonates as a fireball spell with a dexterity save penalty of –10.

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The Purchase Cost of a sphere is 150 gp for each die of damage it deals.

Each necklace of fireballs contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

<table>
<thead>
<tr>
<th>Type</th>
<th>Purchase Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>10d6</td>
</tr>
<tr>
<td>II</td>
<td>9d6</td>
</tr>
<tr>
<td>III</td>
<td>8d6</td>
</tr>
<tr>
<td>IV</td>
<td>6d6</td>
</tr>
<tr>
<td>V</td>
<td>6d6</td>
</tr>
<tr>
<td>VI</td>
<td>5d6</td>
</tr>
<tr>
<td>VII</td>
<td>4d6</td>
</tr>
</tbody>
</table>

Necklace of Prayer Beads: This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them.

Each strand includes two or more special beads, each with a different magic power.

<table>
<thead>
<tr>
<th>Special Bead Type</th>
<th>Special Bead Ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bead of atonement</td>
<td>Wearer can cast atonement</td>
</tr>
<tr>
<td>Bead of blessing</td>
<td>Wearer can cast bless.</td>
</tr>
<tr>
<td>Bead of curing</td>
<td>Wearer can cast his choice of cure wounds, cure blindness/deafness, or cure disease.</td>
</tr>
<tr>
<td>Bead of karma</td>
<td>Wearer can cast his spells as if 4 levels higher. This effect lasts for 1 turn.</td>
</tr>
<tr>
<td>Bead of summons</td>
<td>Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the bead of summons to summon a deity's emissary frivolously, the deity takes that character's items and places a geas upon him as punishment in the very least.)</td>
</tr>
<tr>
<td>Bead of water walking</td>
<td>Wearer can cast water walking.</td>
</tr>
</tbody>
</table>

A lesser necklace of prayer beads has a bead of blessing and a bead of curing. A necklace of prayer beads has a bead of atonement, a bead of curing, and a bead of karma. A greater necklace of prayer beads has a bead of curing, a bead of karma, and a bead of water walking. Each special bead can be used once per day, except for the bead of summons, which works only once and then becomes nonmagical. The beads of curing, atonement, and water walking may only be used by clerics; the beads of karma and summons can be activated by any character capable of casting divine spells. The necklace of prayer beads does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.

The power of a special bead is lost if it is removed from the necklace. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts:

- 1 bead: –1,000 gp
- 2 beads: –2,000 gp
- 3 beads: –3,000 gp
- 4 beads: –4,000 gp
- 5 beads: –5,000 gp
- 6 beads: –6,000 gp
- 7 beads: –7,000 gp

Creation Requirements: Lesser necklace of prayer beads: Creator must be able to cast bless, cure blindness/deafness, cure disease,
and cure serious wounds (caster level 7). Necklace of prayer beads: Creator must be able to cast atonement, cure blindness/deafness, cure disease, and cure serious wounds (caster level 9). Greater necklace of prayer beads: Creator must be able to cast cure blindness/deafness, cure disease, cure serious wounds, gate and water walking (caster level 17).

Purchase Cost: 10,000 gp (lesser necklace of prayer beads), 30,000 gp (necklace of prayer beads), 90,000 gp (greater necklace of prayer beads)

Creation Cost: 5,000 gp + 2,000 XP (lesser necklace of prayer beads), 15,000 + 6,000 XP (necklace of prayer beads), 50,000 + 20,000 XP (greater necklace of prayer beads)

**Necklace of Strangulation:** A necklace of strangulation appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a miracle or a wish, can only be identified as a cursed item when placed around a character’s neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a limited wish, wish, or miracle and remains clamped around the victim’s throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Creation Requirements: Creator must be able to cast slay living (caster level 18)

Purchase Cost: 60,000 gp

Creation Cost: 30,000 gp + 12,000 XP

**Orb of Storms:** This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day she can call upon the orb to use a control weather spell. Once per month, she can conjure a storm of vengeance. The possessor of the orb is continually protected by an endure elements effect. Weight 6 lb.

Creation Requirements: Creator must be able to cast control weather and storm of vengeance (caster level 18)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 XP

**Pearl of Power:** This seemingly normal pearl of average size and luster is a potent aid to all spellcasters. Once per day on command, a pearl of power enables the possessor to recall any one spell that he had cast. The spell is available again, just as if it had not been cast.

The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

1 in 20 of these pearls is of opposite effect, causing a spell of the indicated level to be forgotten each day. These pearls can be gotten rid of only by means of exorcism, limited wish, alter reality, miracle or wish.

Creation Requirements: Creator must be able to cast spells of the spell level to be recalled.

Purchase Cost: 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells).

Creation Cost: 500 gp + 200 XP (1st), 2,000 gp + 800 XP (2nd), 4,500 gp + 1,800 XP (3rd), 8,000 gp + 3,200 XP (4th), 12,500 gp + 5,000 XP (5th), 18,000 gp + 7,200 XP (6th), 24,500 gp + 9,800 XP (7th), 32,000 gp + 12,800 XP (8th), 40,500 gp + 16,200 XP (9th), or 35,000 + 14,000 gp (two spells).

**Phylactery of Faithfulness:** This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a phylactery of faithfulness is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Creation Requirements: Must be able to cast commune (caster level 9)

Purchase Cost: 2,800 gp

Creation Cost: 1,400 gp + 560 XP

**Phylactery of Long Years:** This device slows the aging process for its wearer. While worn, the phylactery slows the aging process to half of its usual rate. This reduction applies even to magical aging. Thus, if a cleric dons the phylactery at age 20, he or she will age 6 months each year; so that in 12 chronological years, he or she will have aged but 6 and will physically be 26 rather than 32.

1 in 20 of these devices are cursed to operate in reverse, doubling the rate of aging. Cursed phylacteries can be gotten rid of only by means of a remove curse, limited wish, alter reality, miracle or wish.

Creation Requirements: Must be able to cast reincarnation or limited wish (caster level 13)

Purchase Cost: 25,000 gp

**Phylactery of Foul Rotting:** This carved gem appears to be of little value. If any character keeps the periapt in her possession for more than 24 hours, she contracts a terrible rotting affliction that permanently drains 1 point of Dexterity, Constitution, and Charisma every week. The periapt (and the affliction) can be removed only by application of a remove curse spell followed by a cure disease and then an alter reality, heal, miracle, limited wish, or wish spell. The rotting can also be countered by crushing a periapt of health and sprinkling its dust upon the afflicted character, whereupon the periapt of foul rotting likewise crumbles to dust.

Creation Requirements: Creator must be able to cast wither (caster level 13)

Purchase Cost: 20,000 gp

Creation Cost: 10,000 gp + 4,000 XP

**Phylactery of Health:** The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Creation Requirements: Creator must be able to cast cure disease (caster level 5)

Purchase Cost: 7,500 gp

Creation Cost: 3,750 gp + 1,500 XP

**Phylactery of Proof against Poison:** This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the phylactery is first donned still run their course.

Creation Requirements: Creator must be able to cast neutralize poison (caster level 7)

Purchase Cost: 27,000 gp

Creation Cost: 13,500 gp + 5,400 XP

**Phylactery of Wisdom:** Although it appears to be a normal pearl on a light chain, a phylactery of wisdom actually increases the possessor’s wisdom score if he retains it for a 1 month period. Thereafter the pearl must be kept on his person or the 1 point gain will be lost.

Note that 1 in 20 of these pearls are cursed to work in reverse, but once the 1 point of Wisdom is lost the pearl crumbles into powder. This loss is permanent barring some magical restoration, such as improved restoration, limited wish, alter reality or wish.

Creation Requirements: Must be able to cast wish, alter reality or miracle (caster level 17)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 6,250 XP

**Perlapt of Wound Closure:** This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop to between –1 and –9 inclusive. The periapt doubles the wearer’s normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt.

Creation Requirements: Must be able to cast regeneration (caster level 13)

Purchase Cost: 15,000 gp

Creation Cost: 7,500 gp + 3,000 XP

**Phylactery of the Stines:** This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl’s powers, he understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if he were in clean, fresh air. His swimming movement is 12” (60’) if unencumbered and he can cast spells and act underwater without hindrance.

Creation Requirements: Creator must be able to cast freedom of movement and water breathing (caster level 7)

Purchase Cost: 15,000 gp

Creation Cost: 7,500 gp + 3,000 XP

**Periapt of Foul Rotting:** This engraved gem appears to be of little value. If any character keeps the periapt in her possession for more than 24 hours, she contracts a terrible rotting affliction that
Phylactery of Monstrous Attention: While this amr wrapping appears to be some sort of beneficial device, it actually draws the attention of supernatural creatures of exactly the opposite alignment of the cleric wearing it. This results in the character being plagued by powerful and hostile creatures whenever he or she is in an area where such creatures are or can appear. If the cleric is of 10th or higher level, the attention of his or her deity's most powerful enemy will be drawn, so as to cause this being to interfere directly. For example, a lawful good cleric attracts various demons and eventually the notice of Orcus or Demogorgon. Once donned, a phylactery of monstrous attention cannot be removed without a remove curse spell followed immediately by an exorcism spell.

Creation Requirements: Must be able to cast dispel evil or good, curse and gate (caster level 18)
Purchase Cost: 30,000 gp
Creation Cost: 15,000 gp + 6,000 XP

Phylactery of Undead Turning: This item is a boon to any character able to turn undead, allowing him to do so as if he were 3 levels higher than his actual level.

Creation Requirements: Must be able to cast dispel evil (caster level 9)
Purchase Cost: 10,000 gp
Creation Cost: 5,000 gp + 2,000 XP

Pipes of Haunting: This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a performance (wind instrument) skill check, the pipes create an eerie, spellbinding tune. Those within 30' who hear the tune must succeed on a charisma save at -4 or become frightened and flee from the piper for 1d4 rounds. Creatures with 6 or more Hit Dice are unaffected. Pipes of haunting can be sounded twice a day. Weight 3 lb.

Creation Requirements: Must have the performance (wind instrument) skill and be able to cast scare (caster level 4)
Purchase Cost: 6,000 gp
Creation Cost: 3,000 gp + 1,200 XP

Pipes of Pain: These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by a person who succeeds on a performance (wind instrument) skill check, the pipes create a wondrous melody. All within 30' must make a charisma save at -6 or be fascinated by the sound (as per the bard ability of the same name).

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become mildly sickened (except when she is in a totally silent area), suffering a -1 to all strength and dexterity checks, including saves, attack rolls, initiative checks and damage rolls. This hypersensitivity may be countered with a silence 15' radius spell, which suppresses the aftereffects so long as the affected creatures remain within the silent area, or with a remove curse spell, which frees the targeted creature from the pipeseffect. Weight 3 lb.

Creation Requirements: Must have the performance (wind instrument) skill, the fascinate class ability and be able to cast sound burst (caster level 6)
Purchase Cost: 12,000 gp
Creation Cost: 6,000 gp + 2,400 XP

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d6x10 giant rats (80% chance) or 3d6x10 normal rats (20% chance) if rats are within 400'. For each 50' distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a performance (wind instruments) skill check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the performance skill check suffers a -5 penalty.

If the rats are under the control of another creature, the HD of the controller to the performance skill check's penalty. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control. Weight 3 lb.

Creation Requirements: Must have the performance (wind instrument) skill and be able to cast charm person or mammal (caster level 3)
Purchase Cost: 2,400 gp
Creation Cost: 1,200 gp + 480 XP

Pipes of Sounding: When played by a character who has the performance (wind instrument) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of audible glamer.

Weight 3 lb.

Creation Requirements: Must have the performance (wind instrument) skill and be able to cast audible glamer (caster level 3)
Purchase Cost: 2,400 gp
Creation Cost: 1,200 gp + 480 XP

Portable Hole: A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6' in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10' deep to come into being. The hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium-sized creature or two Small creatures for 1 turn. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular nondimensional space. If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10' radius are drawn there, the portable hole and bag of holding being destroyed in the process.

Creation Requirements: Must be able to cast plane shift (caster level 13)
Purchase Cost: 20,000 gp
Creation Cost: 10,000 gp + 4,000 XP

Quail's Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at a 60' movement rate. It can carry eight horses and gear or thirty-two Medium-sized characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5' diameter trunk, 60' height, 40' top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 bonus "to hit", does 1d6+1 points of damage, strikes as a +1 weapon and makes a free grapple attack (with a +15 bonus on the opposed strength check) if it hits. The whip lasts no longer than 1 hour.

Creation Requirements: Must be able to cast major creation (caster level 12)
Purchase Cost: 50 gp (anchors), 300 gp (bird), 200 gp (fan), 450 gp (swan boat), 400 gp (tree), 500 gp (whip)
Robe of Blending: This handy item functions much like a robe of useful items for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature. The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created robe of bones always has three embroidered figures of skeletons and three embroidered zombies upon it. Weight 1 lb.  
Creation Requirements: Must able to cast animate dead (caster level 6)
Purchase Cost: 3,000 gp
Creation Cost: 1,500 gp + 600 XP

Robe of Powerlessness: A robe of powerlessness appears to be a magic robe of another sort. As soon as a character dons this garment, his strength and intelligence scores drop to 3, causing him to forget spells and magic knowledge accordingly (no save is allowed to avoid this curse). The robe can be removed easily, but in order to restore mind and body, the character must receive a remove curse spell followed by heal.  
Creation Requirements: Must able to cast cure (caster level 11)
Purchase Cost: 125,000 gp
Creation Cost: 62,500 gp + 25,000 XP

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors stun those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30° range. Those who look at the wearer are stunned for 1d4+1 rounds (a wisdom save at -10 negates this effect). Every round of continuous scintillation of the robe gives the wearer better concealment. The armor class of the robe’s wearer increases by +1 (25% concealment) and improves by +1 each round thereafter, with a maximum bonus of +4 (100% concealment). Characters with 100% concealment are effectively invisible. See page 54 of the PLAYER’S HANDBOOK for more details on INVISIBLE or UNSEEN OPPONENTS. The scintillation effect can be used no more than a total of 10 rounds per day. The robe illuminates a 30° radius at all times. Weight 1 lb.  
Creation Requirements: Must able to cast blur and rainbow pattern (caster level 10)
Purchase Cost: 27,000 gp
Creation Cost: 13,500 gp + 5,400 XP

Robe of Stars: This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers. Weight 1 lb.

It enables its wearer to travel physically to the Astral Plane, along with all that she is wearing or carrying.

It gives its wearer a +1 bonus on all saving throws.

Its wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 shurikens. Each shuriken disappears after it is used.

Creation Requirements: Must able to cast magic missile and astral spell or plane shift (caster level 17)
Purchase Cost: 60,000 gp
Creation Cost: 30,000 gp + 1,200 XP

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful items always has two each of the following patches:

- Dagger
- Bulseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

<table>
<thead>
<tr>
<th>d%</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-08</td>
<td>Bag of 100 gold pieces</td>
</tr>
<tr>
<td>09-15</td>
<td>Coffer, silver (6&quot; by 6&quot; by 1&quot;), 500 gp value</td>
</tr>
<tr>
<td>16-22</td>
<td>Door, iron (up to 10' wide and 10' high and barred on one side—must be placed upright, attaches and hinges itself)</td>
</tr>
<tr>
<td>23-30</td>
<td>Gems, 10 (100 gp value each)</td>
</tr>
<tr>
<td>31-44</td>
<td>Ladder, wooden (24' long)</td>
</tr>
<tr>
<td>45-51</td>
<td>Mule (with saddle bags)</td>
</tr>
<tr>
<td>52-59</td>
<td>Pl. open (10 cubic feet)</td>
</tr>
<tr>
<td>60-68</td>
<td>Potion of cure serious wounds</td>
</tr>
<tr>
<td>69-75</td>
<td>Scroll of one randomly determined spell of 1st – 6th level</td>
</tr>
<tr>
<td>76-83</td>
<td>Rowboat (12' long)</td>
</tr>
<tr>
<td>84-90</td>
<td>War dogs, pair</td>
</tr>
<tr>
<td>91-96</td>
<td>Window (2' by 4', up to 2' deep)</td>
</tr>
<tr>
<td>97-100</td>
<td>Roll twice more (re-roll if rolled more than once)</td>
</tr>
</tbody>
</table>

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced. Weight 1 lb.

Creation Requirements: Must able to cast major creation or polymorph any object (caster level 15)
Purchase Cost: 8,000 gp
Creation Cost: 4,000 gp + 1,600 XP

Robe of Vermin: The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a cloak of protection +4). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a –3 penalty on all attack rolls and ability checks, including saves. If he tries to cast a spell, he must make a concentration check (with a -3 penalty) or lose the spell. Weight 1 lb.

Creation Requirements: Must able to cast curse (caster level 13)
Purchase Cost: 16,500 gp
Creation Cost: 8,250 gp + 3,300 XP

Rope of Climbing: A 60' long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10' per round, attaching itself securely wherever it owner desires. It can unfasten itself and return in the same manner.

A rope of climbing can be commanded to knot or unknot itself. This causes large knots to appear at 1' intervals along the rope. Knotting shortens the rope to a 30' length until the knots are untied makes climbing checks much easier (an easy check with a +10 bonus as opposed to a tough check with a -5 penalty). A creature must hold one end of the rope when its magic is invoked. Weight 3 lb.

Creation Requirements: Must able to cast animate rope (caster level 3)
Purchase Cost: 3,000 gp
Creation Cost: 1,500 gp + 600 XP

Rope of Entanglement: A rope of entanglement looks just like any other hempen rope about 30'. Upon command, the rope lashes forward 20' or upward 10' to entangle a victim.

Doing so requires a successful attack roll on the wielder's part, followed by a successful grapple check (the rope gets a +10 bonus to its strength checks).

A rope of entanglement has 22 hit points, an armor class of 22 and may only be damaged by slashing or piercing weapons. A damaged rope of entanglement repairs itself in 1 hour. The only spells the character can cast while grappling or pinned are those without somatic components and whose material components the character has in hand at the time. Even so an entangled character casting a spell must succeed at a concentration check in order to cast while held.

A grappled creature can break the hold by making an opposed strength check against the rope, which gets a +12 bonus to its strength check. Weight 5 lb.

Creation Requirements: Must able to cast animate rope (caster level 12)
Purchase Cost: 21,000 gp
Creation Cost: 10,500 gp + 4,200 XP

Rug of Smothering: This finely woven carpet resembles a carpet of flying and will give off magical radiations if detected for. The character seating himself upon it and giving a command will be surprised, however, as the rug of smothering will tightly roll itself around that individual and suffocate him (see the PLAYER'S HANDBOOK, page 56 for rules on suffocation).

A character seated on the rug may make a dexterity save at -13 in order to escape the rug before it engulfs him. Failing that, the rug cannot be physically prevented from so wrapping itself around its victim (or victims, if more than one person sits upon the rug). Tapped victims may not force their way out of the rug but may use light weapons to cut themselves from the rug, using slashing or piercing weapons. The rug has an Amor Class of 5 and 50 hit points. Those outside of the rug may use piercing or slashing weapons to free those who are trapped, but all attacks originating from outside of the rug deal ½ damage to the rug and ½ damage to those trapped within. Blunt weapon attacks deal full damage to those trapped by a rug of smothering but do not harm the rug at all. A damaged rug of smothering repairs itself in 1 hour. The rug is exceptionally tough and can be prevented from suffocating its victim by the casting one of the following spells alter reality, animate object, hold plant, or wish. Weight 15 lb.

Creation Requirements: Must able to cast animate object (caster level 13)
Purchase Cost: 24,000 gp
Creation Cost: 12,000 gp + 4,800 XP

Rug of Welcome: A rug of this type appears exactly the same as a carpet of flying, and it performs the functions of one (5' X 10' size), but a rug of welcome has other powers in addition. Upon command it will function as a rug of smothering, entrapping any creature up to ogre-size which steps upon it. A rug of welcome will also elongate itself and stiffen to become as hard and strong as steel, the maximum length being 30' long at 2' width, to serve as a bridge, barricade, etc. In this latter form it is AC 20 and will take 100 hit points to destroy. Best of all, the possessor need only utter a word of command, and the rug will shrink to 1/12th size for easy storage and transportation. Weight 15 lb.

Creation Requirements: Must able to cast fly (caster level 15)
Creation Cost: 25,000 gp + 10,000 XP

Saw of Mighty Cutting: This notched adamantite blade is 12' long and over 1' wide. It requires a 19 or greater strength to operate alone, or 2 persons of 17 or greater strength to work in tandem. The blade will
slice through a 1’ on hardwood per minute. After 1 turn of cutting with the saw, the character or characters must rest for 1 hour before doing any further work.

Creation Requirements: Must able to cast animate object (caster level 10)
Purchase Cost: 5,000 gp
Creation Cost: 2,500 gp + 1,000 XP

**Scarb of Death:** This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetelike creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim’s heart in 1 round, causing death. A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Creation Requirements: Must able to cast disintegrate (caster level 15)
Purchase Cost: 6,600 gp
Creation Cost: 3,300 gp + 1,320 XP

**Spade of Colossal Excavation:** This digging tool is 8’ long with a spade-like blade 2’ wide and 3’ long. Any fighter with 18 strength can use this magical shovel to dig great holes. 1 cubic yard of normal earth can be excavated in 1 minute. For every turn the user digs he must rest for 1 hour.

Hard pan clay takes twice as long to dig, as does gravel. Loose soil takes only half as long.

Creation Requirements: Must able to cast animate object (caster level 10)
Purchase Cost: 5,000 gp
Creation Cost: 2,500 gp + 1,000 XP

**Stone of Alarm:** This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers). Weight 2 lb.

Creation Requirements: Must able to cast alarm (caster level 3)
Purchase Cost: 2,700 gp
Creation Cost: 1,850 gp + 740 XP

**Stone of Controlling Earth Elementals:** A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a few words of summoning, and a 12 hit die elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the conjure elemental spell. If sand or rough, unhewn stone is the summoning medium, the elemental will be stronger (+2 hit points per hit die). The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain). Weight 5 lb.

Creation Requirements: Must able to cast conjure elemental (caster level 9)
Purchase Cost: 100,000 gp
Creation Cost: 50,000 gp + 20,000 XP

**Stone of Good Luck (Luckstone):** This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 bonus on all ability checks, including saving throws.

Creation Requirements: Must able to cast limited wish (caster level 13)
Purchase Cost: 30,000 gp
Creation Cost: 15,000 gp + 6,000 XP

**Stone of Weight (Loadstone):** This stone appears to be a dark, smoothly polished stone. It increases the encumbrance category of its carrier by one category (i.e. from a light to a medium load). Once picked up, the stone cannot be disposed of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere on his person. If a remove curse spell is cast upon a loadstone, the item may be discarded normally and no longer haunts the individual.

Creation Requirements: Must able to cast curse (caster level 5)
Purchase Cost: 1,500 gp
Creation Cost: 750 gp + 300 XP

**Stone Horse:** Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry...
a burden and even to attack as if it were a real horse of the appropriate kind.

A stone horse can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a stone to flesh spell, thus causing the stone horse to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given. There are two sorts of stone horses.

Destrier: This item has the statistics of a heavy warhorse, though its armor class is 20 and it has 50 hit points.

Courser: This item has the statistics of a heavy horse, though its armor class is 20 and it has 60 hit points.

Weight: 6,000 lb.

Creation Requirements: Must be able to cast flesh to stone and animate objects (caster level 15).

Purchase Cost: 12,000 gp (courser) or 15,000 gp (destrier).

Creation Cost: 6,000 gp + 2,400 XP (courser) or 7,500 gp + 3,000 XP (destrier).

**Tome of Clear Thought**: This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains a bonus of +1 to his intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight: 5 lb.

Creation Requirements: Must be able to cast wish, alter reality or miracle (caster level 17).

Purchase Cost: 50,000 gp.

Creation Cost: 25,000 gp + 10,000 XP.

**Tome of Leadership and Influence**: This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains a bonus of +1 to his charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight: 5 lb.

Creation Requirements: Must be able to cast wish, alter reality or miracle (caster level 17).

Purchase Cost: 50,000 gp.

Creation Cost: 25,000 gp + 10,000 XP.

**Tome of Understanding**: This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of +1 to his wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight: 5 lb.

Creation Requirements: Must be able to cast wish, alter reality or miracle (caster level 17).

Purchase Cost: 50,000 gp.

Creation Cost: 25,000 gp + 10,000 XP.

**Vacuous Grimoire**: A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two intelligence saves at -20. The first is to determine if the reader takes 1 point of permanent Intelligence drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting remove curse. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works. Weight: 5 lb.

Creation Requirements: Must be able to cast curse and feeblemind (caster level 20).

Purchase Cost: 21,000 gp.

Creation Cost: 11,500 gp + 4,600 XP.

**Vest of Escape**: Hidden within secret pockets of this simple silk vest are lockpicks and tools that provide a +2 bonus on open lock and traps checks. The vest also grants its wearer a +2 bonus on all dexterity checks made to escape from bonds or constriction of any sort.

Creation Requirements: Caster must be a rogue. Must be able to cast grease (caster level 5).

Purchase Cost: 5,000 gp.

Creation Cost: 2,500 gp + 1,000 XP.

**Vestment, Druid’s**: This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with the totem shape ability, the character can use that ability one additional time each day.

Creation Requirements: Caster must be a druid with the totem shape ability.

Purchase Cost: 10,000 gp.

Creation Cost: 5,000 gp + 2,000 XP.

**Well of Many Worlds**: This strange, interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a portable hole can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place.

(It is a two-way portal.)

Creation Requirements: Caster must be able to cast gate (caster level 17).

Purchase Cost: 80,000 gp.

Creation Cost: 40,000 gp + 16,000 XP.

**Wind Fan**: A wind fan appears to be nothing more than a wood and papyrus cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a gust of wind spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

Creation Requirements: Caster must be able to cast gust of wind (caster level 5).

Purchase Cost: 5,500 gp.

Creation Cost: 2,750 gp + 1,100 XP.

**Wings of Flying**: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with at a 12’ movement rate (maneuverability class B). Weight: 2 lb.

Creation Requirements: Caster must be able to cast fly (caster level 10).

Purchase Cost: 55,000 gp.

Creation Cost: 27,500 gp + 11,000 XP.

**INTELLIGENT ITEMS**

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. Intelligent items have extra abilities and, sometimes, a special purpose. Only permanent magical items (as opposed to single-use items or those with charges) can be intelligent.

In general, less than 1% of magic items have intelligence. In general, less than 1% of magic items have intelligence. In general, less than 1% of magic items have intelligence. In general, less than 1% of magic items have intelligence. In general, less than 1% of magic items have intelligence.

Wing and mind are the primary affects of intelligent magic items. Intelligent magic items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise.

Unlike most magic items, intelligent items can activate their own abilities without calling for a command word from their owner. Intelligent items act during their owner’s turn in the initiative order.
Intelligent item alignment

Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has. Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) loses one level if he or she so much as picks up the item. Although this level loss is not permanent, it remains as long as the item is in hand and cannot be overcome in any way (including restoration spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Ego scores (see below) of 18 to 20 drain two levels. Items with Ego scores of 21 or higher drain three levels.

Languages spoken by item

Like a character, an intelligent item speaks Common plus one additional language per point of Intelligence bonus. It can also read any languages it can speak. The item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder.

The intelligent item can have a special purpose (and corresponding dedicated power) rather than a greater power, if appropriate.

Languages spoken by item

Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes.

Intelligent item abilities

The table above determines how many lesser and greater powers an intelligent item has. To find the item's specific powers, choose or roll on the appropriate tables below.

All abilities function at the direction of the item, although intelligent items generally follow the wishes of their owner. Activating an ability takes 1 round, while concentrating on an activated ability while taking other actions requires a concentration check (intelligence-based). All abilities function at the level of the item's creator.

### Item Intelligence

<table>
<thead>
<tr>
<th>d% Roll</th>
<th>INT</th>
<th>Communication</th>
<th>Item Abilities</th>
<th>Senses (hearing and vision)</th>
<th>Base Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–34</td>
<td>12</td>
<td>Empathy¹</td>
<td>1 primary</td>
<td>30', with darkvision</td>
<td>+1,000 gp</td>
</tr>
<tr>
<td>35–59</td>
<td>13</td>
<td>Empathy¹</td>
<td>2 primary</td>
<td>60', with darkvision</td>
<td>+2,000 gp</td>
</tr>
<tr>
<td>60–79</td>
<td>14</td>
<td>Speech²</td>
<td>2 primary</td>
<td>120', with darkvision</td>
<td>+4,000 gp</td>
</tr>
<tr>
<td>80–91</td>
<td>15</td>
<td>Speech²</td>
<td>3 primary</td>
<td>60', with darkvision</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>92–97</td>
<td>16</td>
<td>Speech²</td>
<td>3 primary</td>
<td>60', with darkvision</td>
<td>+6,000 gp</td>
</tr>
<tr>
<td>98</td>
<td>17</td>
<td>Speech, telepathy³⁴</td>
<td>3 primary &amp; 1 extraordinary⁶</td>
<td>120', with darkvision</td>
<td>+9,000 gp</td>
</tr>
<tr>
<td>99</td>
<td>18</td>
<td>Speech, telepathy⁴⁵</td>
<td>3 primary &amp; 2 extraordinary⁶</td>
<td>120', with darkvision &amp; detect invisibility</td>
<td>+12,000 gp</td>
</tr>
<tr>
<td>100</td>
<td>19</td>
<td>Speech, telepathy⁴⁵</td>
<td>4 primary &amp; 2 extraordinary⁶</td>
<td>120', with darkvision &amp; detect invisibility</td>
<td>+15,000 gp</td>
</tr>
</tbody>
</table>

1. The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.
2. Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus.
3. The item can also read any languages it can speak.
4. The item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder.
5. The item can read all languages as well as use read magic.
6. The intelligent item can have a special purpose (and corresponding dedicated power) rather than a greater power, if appropriate.

### Primary Abilities

**d% Ability Cost**

<table>
<thead>
<tr>
<th>d%</th>
<th>Ability</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–06</td>
<td>Know direction</td>
<td>+1,250 gp</td>
</tr>
<tr>
<td>07–10</td>
<td>Detect secret doors (10' radius)</td>
<td>+2,500 gp</td>
</tr>
<tr>
<td>11–13</td>
<td>Find traps (3/day)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>14–20</td>
<td>Detect evil or good (10' radius)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>21–25</td>
<td>Locate object (precious metal) (30' radius)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>26–31</td>
<td>Locate object (gemstones) (30' radius)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>32–33</td>
<td>Know alignment (3/day)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>34–36</td>
<td>Detect invisibility (10' radius)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>37–40</td>
<td>Locate object 3/day</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>41–45</td>
<td>Identify 1/day</td>
<td>+2,500 gp</td>
</tr>
<tr>
<td>46–50</td>
<td>Detect magic (10' radius)</td>
<td>+2,500 gp</td>
</tr>
<tr>
<td>51–54</td>
<td>Comprehend languages (3/day)</td>
<td>+2,500 gp</td>
</tr>
<tr>
<td>55–60</td>
<td>Detect poison (10' radius)</td>
<td>+2,500 gp</td>
</tr>
<tr>
<td>61–66</td>
<td>Light (30' radius)</td>
<td>+2,500 gp</td>
</tr>
<tr>
<td>67–72</td>
<td>Detect animals or plants (3/day)</td>
<td>+2,500 gp</td>
</tr>
<tr>
<td>90–95</td>
<td>Roll twice on this table</td>
<td>-</td>
</tr>
<tr>
<td>96–100</td>
<td>Roll once on the Extraordinary Abilities table</td>
<td>-</td>
</tr>
</tbody>
</table>

If the same ability is rolled twice, roll again.

### Extraordinary Abilities

**d% Ability Cost**

<table>
<thead>
<tr>
<th>d%</th>
<th>Ability</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–06</td>
<td>Cause fear (3/day)</td>
<td>+2,500 gp</td>
</tr>
<tr>
<td>07–10</td>
<td>Detect undead (30' radius)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>11–13</td>
<td>ESP (3/day)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>14–18</td>
<td>Dimensional anchor (1/day)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>19–23</td>
<td>Dismiss (1/day)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>24–28</td>
<td>Minor globe of invulnerability (1/day)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>29–33</td>
<td>Detect scrying (1/day)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>34–37</td>
<td>Darkness 15' radius (3/day)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>38–41</td>
<td>Feather fall (at will)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>42–45</td>
<td>Gust of wind (5/day)</td>
<td>+5,000 gp</td>
</tr>
<tr>
<td>46–50</td>
<td>Teleport (1/day)</td>
<td>+7,000 gp</td>
</tr>
<tr>
<td>51–54</td>
<td>Fly (3/day)</td>
<td>+8,750 gp</td>
</tr>
<tr>
<td>55–59</td>
<td>Heal (1/day)</td>
<td>+9,000 gp</td>
</tr>
<tr>
<td>60–64</td>
<td>Protection from good or evil 10' radius</td>
<td>+17,500 gp</td>
</tr>
<tr>
<td>65–68</td>
<td>Clairvoyance (3/day)</td>
<td>+8,750 gp</td>
</tr>
<tr>
<td>69–73</td>
<td>Haste (3/day)</td>
<td>+8,750 gp</td>
</tr>
<tr>
<td>74–76</td>
<td>Arcane sight (3/day)</td>
<td>+8,750 gp</td>
</tr>
<tr>
<td>77–80</td>
<td>Water breathing (3/day)</td>
<td>+8,750 gp</td>
</tr>
<tr>
<td>81–85</td>
<td>Invisibility purge (3/day)</td>
<td>+8,750 gp</td>
</tr>
<tr>
<td>86–91</td>
<td>Slow on enemies (3/day)</td>
<td>+8,750 gp</td>
</tr>
<tr>
<td>91–97</td>
<td>Fear (3/day)</td>
<td>+8,750 gp</td>
</tr>
<tr>
<td>98–100</td>
<td>Roll once on the Special Purpose table</td>
<td>-</td>
</tr>
</tbody>
</table>

If the same ability is rolled twice, roll again.
**Purpose**

An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of "defeat/slay arcane spellcasters" doesn't mean that the sword forces the wielder to kill every wizard she sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders.

A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others.

**Special Purpose Abilities**

These abilities operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other abilities, an intelligent item can refuse to use its special purpose abilities even if the owner is dominant (see Items Against Characters, below).

**Special Purpose Abilities: d% Purpose**

<table>
<thead>
<tr>
<th>d%</th>
<th>Purpose</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–20</td>
<td>Defeat/slay diametrically opposed alignment*</td>
<td>+30,000 gp</td>
</tr>
<tr>
<td>21–30</td>
<td>Defeat/slay arcane spellcasters (including spellcasting monsters and servitors)</td>
<td>+50,000 gp</td>
</tr>
<tr>
<td>31–40</td>
<td>Defeat/slay divine spellcasters (including divine entities and servitors)</td>
<td>+50,000 gp</td>
</tr>
<tr>
<td>41–50</td>
<td>Defeat/slay nonspellcasters</td>
<td>+50,000 gp</td>
</tr>
<tr>
<td>51–55</td>
<td>Defeat/slay a particular creature type (see the base special ability for choices)</td>
<td>+50,000 gp</td>
</tr>
<tr>
<td>56–60</td>
<td>Defeat/slay a particular race or kind of creature</td>
<td>+50,000 gp</td>
</tr>
<tr>
<td>61–70</td>
<td>Defend a particular race or kind of creature</td>
<td>+50,000 gp</td>
</tr>
<tr>
<td>71–80</td>
<td>Defeat/slay the servants of a specific deity</td>
<td>+50,000 gp</td>
</tr>
<tr>
<td>81–90</td>
<td>Defend the servants and interests of a specific deity</td>
<td>+50,000 gp</td>
</tr>
<tr>
<td>91–95</td>
<td>Defeat/slay all (other than the item and the wielder)</td>
<td>+50,000 gp</td>
</tr>
<tr>
<td>96–100</td>
<td>Choose one</td>
<td>+50,000 gp</td>
</tr>
</tbody>
</table>

* The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

**ITEM EGO**

Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated can its Ego score be calculated. An item's Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

<table>
<thead>
<tr>
<th>Ego Points</th>
<th>Attribute of Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Each +1 of item's bonus</td>
</tr>
<tr>
<td>1</td>
<td>Each weapon special ability</td>
</tr>
<tr>
<td>1</td>
<td>Each primary ability</td>
</tr>
<tr>
<td>2</td>
<td>Each extraordinary ability</td>
</tr>
<tr>
<td>3</td>
<td>Special purpose (and ability)</td>
</tr>
<tr>
<td>1</td>
<td>Telepathic ability</td>
</tr>
<tr>
<td>1</td>
<td>Read languages ability</td>
</tr>
<tr>
<td>1</td>
<td>Read magic ability</td>
</tr>
<tr>
<td>1</td>
<td>Each point of intelligence above 12</td>
</tr>
</tbody>
</table>

**ITEMS AGAINST CHARACTERS**

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict - item against character - results. Similarly, any item with an Ego score of 18 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a charisma saving throw with a check penalty equal to the item's creator's level.

If the possessor succeeds, he is dominant. If he fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following:

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- Force its possessor into combat.
- Refuse to strike opponents.
- Stike at its wielder or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments 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 over him, or a higher-level 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 are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mideal or distract their host so that she ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.
**NON-PLAYER CHARACTER TYPES**

The bulk of the people met on an adventure in an inhabited area, whether city, town, village, or along the roads through the countryside, will be average folk with no profession, as adventurers know it, and no special abilities for clerics, fighters, magic, or thieves. They are simply typical, normal people (as you define typical and normal for the milieu, of course).

Most NPCs have average ability scores and are 1st level characters of one of the following NPC Types (Sedentary, Active or Vigorous). Each NPC Type encompasses a broad range of tradesmen, performers and craftsmen, from all walks of life. All NPC Types are effectively subclasses of the same class (The NPC) and share the same class abilities and experience point progression, only differing with regard to their hit die type and BtH progression. NPCs of level 5 or higher are exceedingly rare.

Multiclassed NPC Type characters are possible, though such NPCs may only progress in one NPC Type and another class. Dual-classed NPCs may progress as more than 1 NPC Type. All of the rules for multiclassing and/or dual-classing are followed when creating multi- or dual-classed NPCs. All races may progress as NPC Types.

**Sedentary NPCs:** Sedentary individuals are those who are accustomed to sitting or to taking little exercise. The idle rich, sages, clerks, scribes, the infirm, elderly, and all others who cannot or do not lead active lives fall within this category of NPCs.

**Active NPCs:** Active occupations are those involving considerable movement and activity such as a serving maids, carpenters, couriers, guides, and hostlers.

**Vigorous NPCs:** Laboring occupations are strenuous and include farmers, miners, smiths and most menial jobs.

All NPC Types gain the maximum hit points allowed by their hit die at 1st level, plus any bonuses or penalties for constitution, and roll the indicated hit die type every level thereafter.

### NON-PLAYER CHARACTER TYPES

<table>
<thead>
<tr>
<th>Level</th>
<th>Sedentary NPCs</th>
<th>Active NPCs</th>
<th>Vigorous NPCs</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Hit Dice (d4)</td>
<td>Hit Dice (d6)</td>
<td>Hit Dice (d8)</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>+1</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td>+1</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>+1</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td>+2</td>
<td>6</td>
</tr>
<tr>
<td>7</td>
<td>7</td>
<td>+2</td>
<td>7</td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td>+3</td>
<td>8</td>
</tr>
<tr>
<td>9</td>
<td>9</td>
<td>+3</td>
<td>9</td>
</tr>
<tr>
<td>10</td>
<td>+1</td>
<td>+3</td>
<td>+2</td>
</tr>
<tr>
<td>11</td>
<td>+1</td>
<td>+3</td>
<td>+2</td>
</tr>
<tr>
<td>12</td>
<td>+1</td>
<td>+4</td>
<td>+2</td>
</tr>
<tr>
<td>13</td>
<td>+1</td>
<td>+4</td>
<td>+2</td>
</tr>
<tr>
<td>14</td>
<td>+1</td>
<td>+5</td>
<td>+2</td>
</tr>
<tr>
<td>15</td>
<td>+1</td>
<td>+5</td>
<td>+2</td>
</tr>
<tr>
<td>16</td>
<td>+1</td>
<td>+5</td>
<td>+2</td>
</tr>
<tr>
<td>17</td>
<td>+1</td>
<td>+6</td>
<td>+2</td>
</tr>
<tr>
<td>18</td>
<td>+1</td>
<td>+6</td>
<td>+2</td>
</tr>
<tr>
<td>19</td>
<td>+1</td>
<td>+6</td>
<td>+2</td>
</tr>
<tr>
<td>20</td>
<td>+1</td>
<td>+6</td>
<td>+2</td>
</tr>
</tbody>
</table>

**Prime Requisite:** Any one ability score related to their livelihood

**Hit Die:** d4 (for Sedentary NPCs), d6 (for Active NPCs), or d8 (for Vigorous NPCs)

**Alignment:** Any

**Races:** Any

**Weapons:** Club, dagger, dart, quarterstaff and any two weapons related to their trade

**Armor:** None

**Abilities:** Background skills, expertise

**Background skills:** All characters, player and nonplayer alike, begin play with 2 background skills from any skill category, 1 knowledge skill of their choosing, and whatever bonus skills they receive from their chosen character class or classes. Characters with an intelligence of 8 or lower subtract their intelligence penalty from their initial number of background skills and, as a result, may begin play with no background skills if their intelligence is 3 or lower. Those with an exceptional intelligence score (13 or greater) may choose a number of additional knowledge skills, including knowledge (language) skills, equal to their intelligence modifier.

In most instances, excepting language skills, these skills allow characters to add their level to any ability score checks related to their chosen skills. All skills are grouped into four broad categories that cover a number of related skills: craft skills, knowledge skills, performance skills and profession skills. A character is free to choose more than one skill from a given skill category and should choose skills that reflect the character’s upbringing and class training.

**Expertise:** At 5th level, and every 5 levels thereafter, the NPC may choose 1 skill as their area of expertise. The benefits of expertise with that skill are given below.

If a craft skill is chosen, the character may create items through that craft at less expense to themselves. Instead of needing to spend ½ of the item’s price for raw materials, an expert only need spend ⅓ of the item’s price for raw materials. Furthermore, they double the value of goods that they may produce through that particular craft skill each day (see the expanded craft skill description on page 31 for more details).

If a knowledge skill is chosen, the character may add +3 to all checks with 1 area of knowledge or gain a bonus knowledge skill of their choosing. In addition, the character may double their usual fees for tutoring or being consulted in an area of expertise.

If a performance skill is chosen, the character may add +3 to all checks with that skill. In addition, the character may double their usual fees for performing.

If a profession skill is chosen, the character may add +3 to all checks with that skill and may expect greater remuneration for their services (usually doubling their fee).
USING PSIONICS

A character who wishes to activate a psionic ability (whether it be a power, attack or defense mode) announces his intention to the Dungeon Master during the character’s initiative turn. A character must make all pertinent decisions about the ability (range, target, area, effect, etc.) when the character begins using it, unless the ability specifies otherwise. The character must make some choice about whom the psionic ability is to affect or where the effect is to originate, depending on the type of ability used. The Dungeon Master applies whatever result an ability entails using that ability’s description.

To activate a psionic ability, the character must be able to speak (if the ability has a verbal component) and gesture (if it has a somatic component). Generally, psionic abilities do not require material components of any sort, with exceptions being noted below.

Additionally, the character must concentrate when activating an ability (see below). If something interrupts the character’s concentration while activating a psionic ability, the power points are lost without effect. If the character ever tries to activate an ability in conditions where the characteristics of that ability (range, area, etc.) cannot be made to conform, the activation fails and the power points are expended with no effect.

Psionic ability durations are measured in rounds, minutes, turns or hours. When the duration expires, the ability’s effect ends.

POWER DESCRIPTIONS: Psionic power descriptions follow the same format as magical spells and, for the most part, mirror spells in their abilities and description. The “schools” of various powers differ from those of their magical counterparts due to the differences in those powers’ application. Curative powers, for example, are of the alteration rather than necromantic “school” for psionics by virtue of their effect and source. In addition, many alteration powers (such as cure, darkvision, fly, & polymorph powers) are restricted in their application, limited to use by the psionicist alone.

Concentration: To activate an ability, the character must concentrate. If something interrupts the character’s concentration while the character is activating a power, attack or defense mode, the power points are lost without effect. Sometimes, the Dungeon Master may allow a concentration check (a charisma check for a psionicist) to see if the ability is disrupted (and lost) or not.

Getting hurt, being jostled or knocked prone, or being affected by hostile magic while trying to activate an ability can break the character’s concentration and ruin activation. If the character takes damage, or is otherwise interrupted, during any round that they are activating a psionic ability, the activation is disrupted unless the psionicist makes a concentration check. The penalty of this check is equal to the damage they have taken, if they have taken damage, or is based upon the severity of the disruption (as determined by the DM).

Anything that could break the character’s concentration when activating a psionic ability can also break the concentration necessary to maintain that ability.

Psionic attack modes may not be maintained through concentration. Each round that an attack mode is used, the psionicist must reactivate it. Defense modes, on the other hand, may be maintained without concentration.

A character cannot activate an attack mode or power while concentrating on another one, but may activate either powers or attack modes while maintaining a defense mode.

The only psionic powers that a character may activate while grappling or pinned are those without somatic components. Even so, the Dungeon Master will often require a concentration check for the character to activate a power. Vigorous motion, such as from riding a mount, the rocking of a small boat in rough water or simply being jostled in a similar fashion, might necessitate a concentration check.

SAVING THROWS: As is the case with magic, a creature that successfully saves against a psionic attack without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature’s saving throw succeeds against a targeted power or attack mode, the attacking psionicist senses that the ability has failed. The psionicist does not sense when creatures succeed at saving throws against abilities that effect an area.

PSIONIC RESISTANCE: Psionic resistance is a special defensive ability. A defender’s psionic resistance grants them an additional measure of protection against psionic attacks. If a defender is resisting a psionic power or attack mode with psionic resistance, the user of the power or attack mode must make a charisma check opposed by the defender’s psionic resistance check. The defender rolls 1d20 and adds their psionic resistance rating. If the psionic attacker loses this opposed check, the power or attack mode has no effect.

The psionic resistance line of the descriptive text of a power description explains whether or not the psionic resistance applies, as some powers are not effected by a target creature’s psionic resistance. Psionic resistance applies even if a given power also allows the target creature a saving throw. The effects of psionic resistance, if any, are applied first, and then the creature may also make a saving throw. In most cases, psionic resistance applies only when a resistant creature is targeted by the power or attack mode, not when a resistant creature encounters a power that is already in place, such as a wall of wind.

The terms ‘object’ and ‘innocent’ mean the same thing for saving throws. A creature with psionic resistance must voluntarily drop the resistance in order to receive the effects of a power noted as ‘innocent’ without the check described above. If a power does not include a psionic resistance entry, then assume no psionic resistance check is allowed.

PSIONICS VS. MAGIC: Magical spells and abilities, though similar to psionic powers and abilities in their effects, are vastly different from psionics in terms of their underlying sources and the means through which they are accessed. The following guidelines demonstrate the limits of magic-to-psionic interactions:

Dispelling: Dispel magic has a diminished effect on psionic powers, while dispel psionics has a diminished effect on magic. When making a dispel check against the opposing energy, the check is assessed a –5 penalty. A power that automatically negates another psionic effect has a 50% chance to negate the same magical effect and vice versa.

Enchantment/Charm Spells and Powers: Spells and special abilities that protect the mind against enchantment/charm effects only provide half of their normal resistance versus psionic enchantment/charm effects and visa versa. For instance, half-elves would only gain a +2 bonus on their saving throws to resist psionic sleep and charm attacks.

Dead Magic/Null Psionic Areas: Psionics have a chance to be hindered in an area of dead magic (such as in an antimagic shell), and vice versa. Each round, an opposing effect has only a 50% chance to remain unhindered. If hindered, it is considered suppressed while within the affected area.

Spell Resistance and Power Resistance: Spell resistance works against powers, and power resistance works against spells, though in both cases the power resistance and spell resistance is considered to be half of its normal value. Thus a creature with spell resistance +10 resists a psionic power as though it had power resistance of +5.
Affect Normal Fires

Alteration

**Level:** Psionicist 1  
**Components:** S  
**Activation Time:** 1 round  
**Range:** 30’ (Close)  
**Area:** 10’ radius circle  
**Duration:** 1 turn/level  
**Saving Throw:** None  
**Psionic Resistance:** No  

This power enables the psionicist to cause nonmagical fires—from as small as a torch or lantern to as large as the area of effect—to reduce in size and brightness to become mere coals or increase in light to become as bright as full daylight and increase the illumination to double the normal radius. Note that this does not affect either fuel consumption or damage caused by the fire. The power’s user can affect any or all fires in the power’s area. He can alter their intensities with a single gesture as long as the power is in effect. The power lasts until the power’s user cancels it, all fuel is bummed, or the duration expires. The power’s user can also extinguish all flames in the area, which expends the power immediately. The power does not affect fire elementals or similar creatures.

Alter Self

Alteration

**Level:** Psionicist 3  
**Components:** S  
**Activation Time:** 1 round  
**Range:** Personal  
**Target:** You  
**Duration:** 1 turn/level (dismissible)  

When this power is used, the power’s user can alter his appearance and form—including clothing and equipment—to appear taller or shorter; thin, fat, or in between; human, demihuman, humanoid, or any other generally man-shaped bipedal creature. The psionicist’s body can undergo a limited physical alteration and his size can be changed up to 50%. If the form selected has wings, the psionicist can actually fly, but at only ½ of the Movement Rate of a true creature of that type, and with a loss of two maneuverability classes (to a minimum of E). If the form has gills, the psionicist can breathe under water as long as the power lasts. However, the psionicist does not gain any multiple attack routines or additional damage allowed to an assumed form. Likewise he retains whatever sensory powers he had before the power was activated, and does not gain the sensory powers of his new form.

The psionicist’s hit dice, hit points, attack rolls, Armor Class, and saving throws do not change. The power does not confer special abilities, attack forms, or defenses once the new form is chosen, it remains for the duration of the power. The power’s user can change back into his own form at will, though this ends the power immediately. A psionicist who slain automatically returns to his form with the psionic powers he had before the power activated, and does not gain the sensory powers of his new form.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can’t wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

Antipsionic Wall

Abjuration

**Level:** Psionicist 9  
**Components:** V, S  
**Activation Time:** 1 round  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level (dismissible)  
**Saving Throw:** None  
**Psionic Resistance:** No  

By means of this power, the psionicist creates a psychokinetic field of force that serves as if it were scale mail armor (+4 bonus to Armor Class). The power has no effect on a person already armored and/or employing a shield but is cumulative with the shield power. A ring or cloak of protection may be used with the armor power. The armor power does not hinder movement or prevent the use of powers, and adds no weight or encumbrance.

Astral Projection

Conjuration/Summoning

**Level:** Psionicist 9  
**Components:** V, S  
**Activation Time:** 30 minutes  
**Range:** Touch  
**Target:** You plus one additional willing creature touched per two psionicist levels  
**Duration:** See text  
**Saving Throw:** None  
**Psionic Resistance:** Yes  

By freeing your spirit from your physical body, this power allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them. You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal slavey cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projection is able to function on the Astral Plane, it only affects creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The power
lasts until you desire to end it, or until it is terminated by some outside means, such as dispel psionics cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

**Blink**
Conjuration/Summoning

**Level:** Psionicist 2

**Components:** V, S

**Activation Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (dismissible)

You “blink” back and forth between the Material Plane and the Ethereal Plane. You look as though you’re winking in and out of reality very quickly and at random. 

**Blinking** has several effects, as follows:

Physical attacks against you have a 50% miss chance. If the attack is capable of striking ethereal creatures, the attacker only suffers a –2 attack penalty (as you are considered to have 50% concealment). If the attacker can see invisible creatures, the –2 attack penalty still applies. (For an attacker who can both see and strike ethereal creatures, there is no attack penalty.) Likewise, your own attacks have a 50% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted power has a 50% chance to fail against you while you’re blinking unless your attacker can target invisible, ethereal creatures. Your own powers have a 50% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls). You take only half damage from failing, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. An incorporeal creature, you can be visible to ethereal creatures roughly the same way you interact with material ones. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial.

Abjurations affect you normally. Their effects extend onto the Ethereal Plane. Creatures in a 20’ radius spread lasts until you desire to end it, or until it is terminated by some outside means, such as dispel psionics cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

**Blurb**
Conjuration/Summoning

**Level:** Psionicist 2

**Components:** V

**Activation Time:** 1 round

**Target:** You

**Duration:** 1 minute/level (dismissible)

**Saving Throw:** None

**Psionic Resistance:** No

The subject’s outline appears blurred, shifting and wavering. This distortion grants the subject 50% concealment (+2 to their AC). A detect invisibility power does not counteract the blur effect, but a true seeing power does.

Opponents that cannot see the subject ignore the power’s effect (though fighting an unseen opponent carries penalties of its own).

**Body Weaponry**
Alteration

**Level:** Psionicist 4

**Components:** S

**Activation Time:** 1 round

**Range:** Personal

**Targets:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Psionic Resistance:** None

The body weaponry power allows the possessor to use his or her body as both weapon and shield by altering the molecules in the body as needed. Weapons created through use of this power must be able to be wielded by the psionicist and function as deal their usual damage. If the weapon is one-handed, the psionicist may alter his other forearm to create a small. Both the weapon and shield function as if they were +2 items.

Use of this power does not prevent the psionicist from activating powers, even those with somatic components.

**Break Enchantment**
Abjuration

**Level:** Psionicist 6

**Components:** V, S

**Activation Time:** 1 minute

**Range:** 100’ (Medium)

**Area:** Creatures in a 20’ radius spread

**Duration:** Concentration, up to 1 round/level (dismissible)

**Saving Throw:** Charisma negates

**Psionic Resistance:** Yes

This power frees victims from psionic enchanments or mind control of any sort. Break enchantment can reverse even an instantaneous effect such as feeblemind or insanity effects. For each such effect, you make a power use level check (1d20 + psionicist level, maximum +15) with a penalty equal to the power user’s level (or hit dice, for creatures with psionic spell-like powers). Success means that the creature is free of the power, curse, or effect. For a cursed psionic item, the penalty is 10.

If the power is one that cannot be dispelled by dispel psionics, break enchantment works only if that power is 5th level or lower. If the effect comes from some permanent psionic item break enchantment does not remove the power from the item, but it does frees the victim from the item’s effects.

**Calm Emotions**
Enchantment/Charm

**Level:** Psionicist 2

**Components:** V, S

**Activation Time:** 1 round

**Range:** 100’ (Medium)

**Area:** Creatures in a 20’ radius spread

**Duration:** Concentration, up to 1 round/level (dismissible)

**Saving Throw:** Charisma negates

**Psionic Resistance:** Yes

This power calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the power on all calmed creatures.

This power automatically suppresses a bard’s ability to inspire or a barbarian’s berserker rage ability. It also suppresses any fear effects and removes the confused condition from all targets.

While the power lasts, a suppressed power or effect has no effect. When the calm emotions power ends, the original power or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

**Cause Fear**
Enchantment/Charm

**Level:** Psionicist 1

**Components:** V, S

**Activation Time:** 1 round

**Range:** 30’ (Close)

**Target:** One living creature with 5 or fewer HD

**Duration:** 1d4 rounds or 1 round; see text

**Saving Throw:** Charisma negates

**Psionic Resistance:** Yes

The affected creature becomes frightened and flees from the power’s user as quickly as possible. Creatures with 6 or more hit dice are immune to this effect.
Cause fear counts and dispels remove fear.

**Chill Metal**

Alteration

**Level:** Psionicist 2  
**Components:** V, S  
**Activation Time:** 1 round  
**Range:** Personal  
**Target:** You  
**Duration:** 1 turn/level (dismissible)

You make yourself—excluding clothing, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type (a humanoid psionicist must retain a humanoid form). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The power does not provide the abilities or mannerisms of the chosen form, but does alter both your perceived tactile (touch) or audible (sound) properties.

**Charm Monster**

Enchantment/Charm

**Level:** Psionicist 4  
**Target:** One living creature  
**Duration:** One day/level

This power functions like charm person, except that the effect is not restricted by creature type or size.

**Charm Person**

Enchantment/Charm

**Level:** Psionicist 1  
**Components:** V, S  
**Activation Time:** 1 round  
**Range:** 30' (Close)  
**Target:** One humanoid creature  
**Duration:** 1 day/level  
**Saving Throw:** Charisma negates

**Psionic Resistance:** Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target as having "goodwill" toward you). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The power does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed charisma check to convince it to do anything it wouldn't ordinarily do (retire is not allowed). An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the power. You must speak the person's language to communicate your commands, or else be good at pantomiming.

**Chill Metal**

Alteration

**Level:** Psionicist 2  
**Components:** V, S  
**Activation Time:** 1 round  
**Range:** 30' (Close)  
**Target:** Metal equipment of one creature per two levels, no two of which can be more than 30' apart; or 25 lb. of metal/level, none of which can be more than 30' away from any of the rest  
**Duration:** 7 rounds  
**Saving Throw:** Charisma negates (object)  

**Psionic Resistance:** Yes (object)

Chill metal makes metal extremely cold. A creature takes cold damage if its equipment is chilled. It takes damage if its armor is affected or if it is holding, touching, wearing, or carrying 10 or more pounds of metal.

On the first round of the power, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the power's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

Any heat intense enough to damage the creature negates cold damage from the power (and vice versa) on a point-for-point basis.

<table>
<thead>
<tr>
<th>Round</th>
<th>Metal Temperature</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Cold</td>
<td>None</td>
</tr>
<tr>
<td>2</td>
<td>Icy</td>
<td>1d4 points</td>
</tr>
<tr>
<td>3-5</td>
<td>Freezing</td>
<td>2d4 points</td>
</tr>
<tr>
<td>6</td>
<td>Icy</td>
<td>1d4 points</td>
</tr>
<tr>
<td>7</td>
<td>Cold</td>
<td>None</td>
</tr>
</tbody>
</table>

Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels heat metal.

**Clairaudience/Clairvoyance**

Divination

**Level:** Psionicist 3  
**Components:** V, S  
**Activation Time:** 1 turn  
**Range:** Range  
**Effect:** You can remotely hear or see from a point within 400'  
**Duration:** 1 minute/level (dismissible)  
**Saving Throw:** None

**Psionic Resistance:** No

Clairaudience/Clairvoyance enables you to hear or see (your choice) a remote location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, you may not change your point of perspective but can look in all directions to view the area as desired. Unlike other scrying powers, this power does not allow psionic or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10' radius around the center of the power's effect.

Clairaudience/Clairvoyance functions only on the plane of existence you are currently occupying.

**Comprehend Languages**

Divination

**Level:** Psionicist 1  
**Components:** V, S  
**Activation Time:** 1 round  
**Range:** Personal  
**Target:** You  
**Duration:** 1 turn/level

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

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the power reveals that it is magical. It does not decipher codes or reveal messages concealed in otherwise normal text.

**Cone of Cold**

Evocation

**Level:** Psionicist 6  
**Components:** V, S  
**Activation Time:** 1 round  
**Range:** 60' cone  
**Area:** Cone-shaped burst  
**Duration:** Instantaneous

**Saving Throw:** Dexterity half  

**Psionic Resistance:** Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It deals 1d6 points of cold damage per psionicist level (maximum 12d6). Items held by one of the power's targets must save versus frost if that target failed his saving throw with a "11".

**Confusion**

Enchantment/Charm

**Level:** Psionicist 3  
**Components:** V, S  
**Activation Time:** 1 round  
**Range:** 100' (Medium)  
**Area of Effect:** 2-8 creatures in a 10' radius circle  
**Duration:** 1 round/level

**Saving Throw:** Charisma negates
Control Water
Alteration
Level: Psionicist 5
Components: V, S
Activation Time: 1 round
Range: 400' (Long)
Area: Water in a volume of 10' x 10' x 10' (dismissible)
Duration: 1 turn/level
Psionic Resistance: No

Psionic Resistance: Yes
This power causes the 2d4 targets within the powers area of effect to become confused, making them unable to independently determine what they will do.

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

<table>
<thead>
<tr>
<th>d20</th>
<th>Behavior</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Attack power's user</td>
</tr>
<tr>
<td>3-4</td>
<td>Act normally</td>
</tr>
<tr>
<td>5-10</td>
<td>Do nothing but babble incoherently</td>
</tr>
<tr>
<td>11-14</td>
<td>Flee away from power's user at top possible speed</td>
</tr>
<tr>
<td>15-20</td>
<td>Attack nearest creature</td>
</tr>
</tbody>
</table>

A confused character who can’t carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

Control Weather
Alteration
Level: Psionicist 7
Components: V, S
Activation Time: 1 turn; see text
Range: Personal
Area: 2-mile radius circle, centered on you; see text
Duration: 4d12 hours; see text
Psionic Resistance: No

You change the weather in the local area. It takes 1 turn to cast the power and an additional 1 turn for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

<table>
<thead>
<tr>
<th>Season</th>
<th>Possible Weather</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spring</td>
<td>Tomado, thunderstorm, sleet storm, or hot weather</td>
</tr>
<tr>
<td>Summer</td>
<td>Torrential rain, heat wave, or hailstorm</td>
</tr>
<tr>
<td>Autumn</td>
<td>Hot or cold weather, fog, or sleet</td>
</tr>
<tr>
<td>Winter</td>
<td>Frigid cold, blizzard, or thaw</td>
</tr>
<tr>
<td>Late winter</td>
<td>Hurricane-force winds or early spring (coastal area)</td>
</tr>
</tbody>
</table>

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 1 turn later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you spend 1 round concentrating in order to designate a new kind of weather (which fully manifests itself 1 turn later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Control Winds
Alteration
Level: Psionicist 3
Components: V, S
Activation Time: 1 round
Range: 400' (Long)
Area: 40'/level radius cylinder 40' high
Duration: 1 turn/level
Psionic Resistance: No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or in a circular pattern, increase its strength, or decrease its strength. The new wind direction and strength persist until the power ends or until you choose to alter your handiwork, which requires concentration. You may create an “eye” of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Strength: For every three psionicist levels, you can increase or decrease wind strength by one level.
- **Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on perception checks. Creatures in the area must make a strength check with a +5 bonus or be knocked prone.
- **Severe Wind:** In addition to automatically extinguishing any unprotected flames and have a 50% chance of extinguishing protected flames (such as lanterns). Ranged weapon attacks and perception checks are at a –4 penalty. Creatures in the area must make a strength check with a –8 penalty if hit. Creatures in the area must make a strength check with a –8 penalty or be knocked prone. Flying creatures take 1d4 subdual damage.
- **Windstorm:** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Perception checks are at a –8 penalty. Creatures in the area must make a strength check with a –2 penalty or be knocked prone. Flying creatures take 1d4 points of damage.
- **Hurricane-Force Wind:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), and perception checks are impossible. Creatures in the area must make a strength check with a –2 penalty or be knocked prone. Those failing by 5 or more take 1d4 subdual damage. Flying creatures take 2d6 points of damage.
- **Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), and perception checks are impossible. Creatures in close proximity to a tornado who fail their strength save are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 5d8 points of damage per round, before being violently expelled (falling damage may apply). While a tornado’s rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 450’ or 90’ per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction. Items held by one of the power’s targets must save versus crushing if that target failed his save with a “1.”

Cure Disease
Alteration
Level: Psionicist 3
Components: V, S
Activation Time: Instantaneous
Range: Personal
Target: You
Psionic Resistance: No

Cure disease cures all diseases that the power’s user is suffering from. The power also kills parasites, including green slime and others. Certain special diseases may not be countered by this power or may be countered only by a psionicist of a certain level or higher.

Note: Since the power’s duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Cure Light Wounds
Alteration
Level: Psionicist 1
Components: V, S
Activation Time: 1 round
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: None
Psionic Resistance: No

Through the use of this power, you are able to close your wounds and heal 1d8 points of damage.

Cure Minor Wounds
Alteration
Level: Psionicist 0
This power functions like cure light wounds, except that it cures only 1 point of damage.

Cure Moderate Wounds
Alteration
Level: Psionicist 3
This power functions like cure light wounds, except that it cures 2d8 points of damage.

Darkness 15' Radius
Evocation
Level: Psionicist 2
Components: V
Activation Time: 1 round
Range: Touch
Target: 15' radius globe of darkness
Duration: 1 turn/level (dismissible)
Saving Throw: Charisma negates (object)
Psionic Resistance: Yes (object)

This power causes total, impenetrable darkness to emanate from the touched object. Darkvision or twilight vision is useless. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light powers of lower level. Higher level light powers are not affected by darkness 15’ radius though darkness 15’ radius counters or dispels any light power of equal or lower power level.

If darkness 15’ radius is cast on a small object that is then placed inside or under a lightproof covering, the power’s effect is blocked until the covering is removed. If the object upon which this power is cast is held by another creature that creature may save against this power’s effect.

Darkvision
Alteration
Level: Psionicist 2
Components: V, S
Activation Time: 1 round
Range: Personal
Target: You
Duration: 1 hour/level
Saving Throw: None
Psionic Resistance: No

The subject gains the ability to see 60’ even in total darkness.

Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Deep Slumber
Enchantment/Charm
Level: Psionicist 4
Range: 30’ (Close)

This power functions like sleep; except that it affects 5d4 hit dice of creatures and effects creatures of up to 10 hit dice.

Detect Invisibility
Divination

Level: Psionicist 2
Components: V, S
Activation Time: 1 round
Range: Personal
Area: Special (see text)
Duration: 1 turn/level (dismissible)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The power does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Detect Lie
Divination

Level: Psionicist 3
Components: V, S
Activation Time: 1 round
Range: Personal
Area: 30’ cone
Duration: Concentration, up to 1 round/level
Saving Throw: Charisma negates
Psionic Resistance: No

Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The power does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different subject.

Detect Psionics
Divination

Level: Psionicist 0
Components: V, S
Activation Time: 1 round
Range: Personal
Area: 60’ cone
Duration: Concentration, up to 1 minute/level (dismissible)
Saving Throw: None
Psionic Resistance: No

You detect psionic auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.
2nd Round: Number of different psionic auras and the power of the most potent aura.
3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make intelligence checks to determine the school of magic mimicked by each power in use. (Make one check per aura with a check penalty equal to the psionicist level of the power’s user or, for psionic abilities, the hit dice of the creature.)

Psionic areas, multiple types of psionics, or strong local psionic emanations may distort or conceal weaker auras.

Aura Strength: An aura’s power depends on a power’s level or the level of a psionic item’s creator. If an aura falls into more than one category, detect psionics indicates the stronger of the two.

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<thead>
<tr>
<th>Power or Object</th>
<th>Faint</th>
<th>Moderate</th>
<th>Strong</th>
<th>Overwhelming</th>
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<tbody>
<tr>
<td>Functioning power (power level)</td>
<td>3 or less</td>
<td>4 – 6</td>
<td>7 – 9</td>
<td>10 + (deity – level)</td>
</tr>
<tr>
<td>Psionic item (creator level)</td>
<td>5 or less</td>
<td>6 – 11</td>
<td>12 – 20</td>
<td>21+ (artifact)</td>
</tr>
</tbody>
</table>

Each round, you can turn to detect psionics in a new area. The power can penetrate barriers, but 1’ of stone, an inch of common metal, a thin sheet of lead, or 3’ of wood or dirt blocks it.
Detect Scrying
Divination
Level: Psionicist 4
Components: V, S
Activation Time: 1 round
Range: Personal
Area: 40' radius emanation centered on you
Duration: 24 hours
Saving Throw: None
Psionic Resistance: No
You immediately become aware of any attempt to observe you by means of a scrying power or ability. The power’s area radiates from you and moves as you move. You know the location of every psionic sensor within the power’s area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed power user level checks (1d20 + psionicist level). If you at least match the scrier’s result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

Dimension Door
Conjuration/Summoning
Level: Psionicist 5
Components: V
Activation Time: 1 round
Range: 400' (Long)
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and charisma negates (object)
Psionic Resistance: No and Yes (object)
You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this power, you can’t take any other actions until your next turn. You can bring along objects as long as their weight doesn’t exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three psionicist levels. A Large creature counts as two or more Medium creatures depending upon its overall mass (DM’s discretion). All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take an additional 4d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100' you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000'. If there is no free space within 1,000' you and each creature traveling with you take an additional 4d6 points of damage and the power simply fails.

Dimensional Anchor
Abjuration
Level: Psionicist 5
Components: V, S
Activation Time: 1 round
Range: 100' (Medium)
Target: 1 creature
Duration: 1 minute/level
Saving Throw: None
Psionic Resistance: Yes (object)
AIShiny ray springs from your outstretched hand. You must make a ranged attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, ethereality, plane shift, shadow walk, teleport, and similar powers or psionic abilities.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the power is cast, nor does it block extradimensional perception or attack forms.

Dimensional Lock
Abjuration
Level: Psionicist 8
Components: V, S
Activation Time: 1 round
Range: 100' (Medium)
Area: 20' radius emanation centered on a point in space
Duration: One day/level
Saving Throw: None
Psionic Resistance: Yes
You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, ethereality, plane shift, shadow walk, teleport, and similar powers or psionic abilities.

Once the dimensional lock is in place, extradimensional travel into or out of the area is not possible. A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the power is cast, nor does it block extradimensional perception or attack forms. Also, the power does not prevent summoned creatures from disappearing at the end of a summoning power.

Dimensional Pocket
Alteration
Level: Psionicist 4
Components: V
Activation Time: 1 round
Range: Touch
Target: One 10' radius hemisphere of extradimensional space
Duration: 1 hour/level (dissimble)
Saving Throw: None
Psionic Resistance: No
This power creates an extradimensional space that is outside the multiverse of extradimensional spaces (“planes”). Creatures in the extradimensional space are hidden, beyond the reach of spells or psionic powers (including divinations), unless that spell or power works across planes. The space holds as many as eight creatures (of any size).

Powers cannot cross into or out of extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it though it is invisible from the outside.

Anything inside the extradimensional space drops out when the power ends.

Note: It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

Dispel Psionics
Abjuration
Level: Psionicist 3
Components: V, S
Activation Time: 1 round
Range: 100' (Medium)
Target or Area: One psionic-using creature, ongoing psionic power or psionic object
Duration: Instantaneous
Saving Throw: None
Psionic Resistance: No
You can use dispel psionics to end ongoing powers that have been cast on a creature or object, to temporarily suppress the psionic abilities of an item, or to counter another psionicist’s power. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can’t be defeated by dispel psionics. Dispel psionics can dispel (but not counter) psionic spell-like effects just as it does powers.

Note: The effect of a power with an instantaneous duration can’t be dispelled, because the effect is already over before the dispel psionics can take effect.

You choose to use dispel psionics in one of two ways: a targeted dispel or a counterpower:

Targeted Dispel: One object, creature, or power is the target of the dispel psionics power. You make a dispel check (1d20 + your psionicist level) against the power or against each ongoing power currently in effect on the object or creature. The penalty for this dispel check is equal to the power’s psionicist’s level. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.

If the object that you target is a psionic item, you make a dispel check against the item’s psionicist level (if unknown a -10 penalty is recommended). If you succeed, all the item’s psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own.
A suppressed item becomes nonpsionic for the duration of the effect. An interdimensional interface is temporarily closed. A psionic item's physical properties are unchanged. Artifacts and deities are unaffected by mortal powers such as this. You automatically succeed on your dispel check against any power that you cast yourself.

Counterpower: When dispel psionics is used in this way, the power targets a psionicist and is used as a counterpower. You make a dispel check (1d20 + your psionicist level) against the power the opposing psionicist is about to use or against each ongoing power currently in effect on the object or creature. The penalty for this dispel check is equal to the psionicist level of the power's user.

**Dominate Animal**
Enchantment/Charm
Level: Psionicist 4
Components: V, S
Activation Time: 1 round
Range: 30' (Close)
Target: One animal
Duration: 1 round/level
Saving Throw: Charisma negates
Psionic Resistance: Yes
Psionicist's aura affects it.

You can mentally link with an animal and direct it with simple commands such as “attack,” “run,” and “fetch.” Suicidal or self-destructive commands (including an order to attack a creature larger than the dominated animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a power, so it takes 1 round to do so.

**Dominate Person**
Enchantment/Charm
Level: Psionicist 9
Target: One creature
This power functions like dominate person, except that the power is not restricted by creature type.

**Dominate Monster**
Enchantment/Charm
Level: Psionicist 5
Components: V, S
Activation Time: 1 round
Range: 30' (Close)
Target: One humanoid
Duration: One day/level
Saving Throw: Charisma negates
Psionic Resistance: Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject’s mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as “come here,” “go there,” “fight,” and “stand still.” You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a wisdom check can determine that the subject’s behavior is being influenced by an enchantment effect.

Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a power, so it takes 1 round to do so.

By concentrating fully on the power, you can receive full sensory input as interpreted by the mind of the subject, though it still can’t communicate with you. You can’t actually see through the subject’s eyes, so it’s not as good as being there yourself, but you still get a good idea of what’s going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don’t spend at least 1 round concentrating on the power each day, the subject receives a new saving throw to throw off the domination.

**Dominate Animal**
Enchantment/Charm
Level: Psionicist 4
Components: V, S
Activation Time: 1 round
Range: 30' (Close)
Target: One animal
Duration: 1 round/level
Saving Throw: Charisma negates
Psionic Resistance: Yes

You can mentally link with an animal and direct it with simple commands such as “attack,” “run,” and “fetch.” Suicidal or self-destructive commands (including an order to attack a creature larger than the dominated animal) are simply ignored.

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**Dominate Person**
Enchantment/Charm
Level: Psionicist 9
Target: One creature
This power functions like dominate person, except that the power is not restricted by creature type.

**Dominate Monster**
Enchantment/Charm
Level: Psionicist 5
Components: V, S
Activation Time: 1 round
Range: 30' (Close)
Target: One humanoid
Duration: One day/level
Saving Throw: Charisma negates
Psionic Resistance: Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject’s mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as “come here,” “go there,” “fight,” and “stand still.” You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

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Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don’t spend at least 1 round concentrating on the power each day, the subject receives a new saving throw to throw off the domination.

**Endure Elements**
Abjuration
Level: Psionicist 1
Components: V, S
Activation Time: 1 round
Range: Touch
Target: One creature
Duration: 24 hours
Saving Throw: Charisma negates (harmless)
Psionic Resistance: Yes

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make constitution saves (see Environmental Hazards on pages 55-56 of the PLAYERS HANDBOOK for more). The creature’s equipment is likewise protected.

Endure elements doesn’t provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

**Energy Weapon**
Evocation
Level: Psionicist 7
Components: V, S
Activation Time: 1 round
Range: 30' (Close)
Effect: One sword
Duration: 1 round/level (dismissible)
Saving Throw: None
Psionic Resistance: Yes

This power brings into being a shimmering, sword of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the power. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your psionicist level + your Charisma bonus with an additional +3 bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage and strikes as a +3 weapon.

The sword always strikes from your direction. If the sword goes beyond its range from you, if it goes out of your sight, or if you are not directing it through concentration, the sword returns to you and hovers. Each round after the first, you can automatically switch the sword to a new target.

The sword cannot be attacked or harmed by physical attacks, but dispel psionics affects it.

If an attacked creature has Psionic Resistance, the resistance is checked the first time the energy weapon strikes it. If the sword is successfully resisted, the power is dispelled. If not, the sword has its normal full effect on that creature for the duration of the power.

**Enlarge Self**
Alteration
Level: Psionicist 1
Components: V, S
Activation Time: 1 round
Range: Personal
Target: You
Duration: 1 minute/level (dismissible)
Saving Throw: None
Psionic Resistance: No

This power causes the instant growth of a Small or Medium demihuman or humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature’s size category to the next larger one. The target gains a +2 bonus to
strength and a -2 to dexterity (to a minimum of 1). This power does not change the target’s Movement Rate.

If insufficient room is available for the desired growth, the power fails. All equipment worn or carried by a creature is similarly enlarged by the power. Melee weapons affected by this power deal more damage, their damage die improves by 1 type (for example, from a d4 to a d6 or from 2d6 to 2d8). Projectile or missile weapons are not affected because, upon leaving the power recipient’s possession, they revert to their normal size. Magical properties of enlarged items are not increased by this power. Multiple psionic or spell effects that increase size do not stack.

**ESP**

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<td><strong>Level:</strong> Psionicist 2</td>
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<tr>
<td><strong>Components:</strong> V, S</td>
</tr>
<tr>
<td><strong>Activation Time:</strong> 1 round</td>
</tr>
<tr>
<td><strong>Range:</strong> Personal</td>
</tr>
<tr>
<td><strong>Area:</strong> 60’ cone</td>
</tr>
<tr>
<td><strong>Duration:</strong> Concentration, up to 1 minute/level (dissipable)</td>
</tr>
<tr>
<td><strong>Saving Throw:</strong> None</td>
</tr>
<tr>
<td><strong>Psionic Resistance:</strong> No</td>
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</table>

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the intelligence score of each. If the highest intelligence is 20 or higher (and at least 5 points higher than your own intelligence score), you are stunned for 1 round and the power ends. This power does not let you determine the location of the thinking minds if you can’t see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target’s successful save prevents you from reading its thoughts, and you must cast ESP again to have another chance. Creatures of animal intelligence (1-4) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to ESP in a new area. The power can penetrate barriers, but 1’ of stone, an inch of common metal, a thin sheet of lead, or 3’ of wood or dirt blocks it.

**Ethereal Jaunt**

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<th>Conjuration/Summoning</th>
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<td><strong>Level:</strong> Psionicist 7</td>
</tr>
<tr>
<td><strong>Components:</strong> V, S</td>
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<tr>
<td><strong>Activation Time:</strong> 1 round</td>
</tr>
<tr>
<td><strong>Range:</strong> Personal</td>
</tr>
<tr>
<td><strong>Target:</strong> You</td>
</tr>
<tr>
<td><strong>Duration:</strong> 1 round/level (dissipable)</td>
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</table>

You become ethereal, along with your equipment. For the duration of the power, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the power expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half their normal Movement Rate. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing on the Ethereal Plane are limited to 60 feet.

Force effects (such as magic missiles) and abductions affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature cannot attack material creatures, and powers you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material.

If you end the power and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

**Etherealness**

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<th>Conjuration/Summoning</th>
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<tbody>
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<td><strong>Level:</strong> Psionicist 9</td>
</tr>
<tr>
<td><strong>Range:</strong> Touch; see text</td>
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<tr>
<td><strong>Targets:</strong> You and one other touched creature per three levels</td>
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</table>

**Fabricate**

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<tr>
<td><strong>Level:</strong> Psionicist 5</td>
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<tr>
<td><strong>Components:</strong> V, S</td>
</tr>
<tr>
<td><strong>Activation Time:</strong> Instantaneous</td>
</tr>
<tr>
<td><strong>Range:</strong> 30’ (Close)</td>
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<tr>
<td><strong>Duration:</strong> Up to 10 cu./level; see text</td>
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<tr>
<td><strong>Saving Throw:</strong> None</td>
</tr>
</tbody>
</table>

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate power. The quality of items made by this power is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate craft skill check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the power.

**Fear**

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<tbody>
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<td><strong>Level:</strong> Psionicist 3</td>
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<tr>
<td><strong>Components:</strong> V, S</td>
</tr>
<tr>
<td><strong>Activation Time:</strong> 1 round</td>
</tr>
<tr>
<td><strong>Range:</strong> Personal</td>
</tr>
<tr>
<td><strong>Area:</strong> 30’ cone</td>
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</tbody>
</table>

An invisible cone of terror radiates from you, causing each living creature in the area to become run in fear, as quickly as possible, unless it succeeds on a charisma save. If cornered, a panicked creature begins cowering.

**Feather Fall**

<table>
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<th>Alteration</th>
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<tbody>
<tr>
<td><strong>Level:</strong> Psionicist 1</td>
</tr>
<tr>
<td><strong>Components:</strong> V</td>
</tr>
<tr>
<td><strong>Activation Time:</strong> Instantaneous</td>
</tr>
<tr>
<td><strong>Range:</strong> Personal</td>
</tr>
<tr>
<td><strong>Targets:</strong> You</td>
</tr>
<tr>
<td><strong>Duration:</strong> Until landing or 1 round/level</td>
</tr>
</tbody>
</table>

The affected creature or objects fall slowly. Feather fall instantly changes the rate at which the psionicist falls to a mere 120 feet per round (equivalent to the end of a fall from a few feet) and takes no damage upon landing while the power is in effect. However, when the power duration expires, normal rate of falling resumes. The power affects the psionicist (including gear and carried objects up to each creature’s maximum load).

You can cast this power with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the power is instantaneous in its casting and it may even be cast when it’s not your turn or if you’ve already acted that round. The power also works only upon free-falling or propelled objects. It will not affect a sword blow or a charging creature, but it will affect a projectile or thrown weapon (but not siege ammunition or giant-hurled boulders).
Feeblemind
Enchantment/Charm
Level: Psionicist 6
Components: V, S
Activation Time: 1 round
Range: 100’ (Medium)
Target: One creature
Duration: Instantaneous
Saving Throw: Charisma negates; see text
Psionic Resistance: Yes
If the target creature fails a charisma save, its intelligence, wisdom and charisma scores each drop to 3 (scores less than 3 are not raised). The affected creature is unable cast powers and can barely understand language or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a break enchantment power is used to cancel the effect of the feeblemind. A creature that can use psionic powers takes a –4 penalty on its saving throw.

Find the Path
Divination
Level: Psionicist 6
Components: V, S
Activation Time: 3 rounds
Range: Personal
Target: You
Duration: 1 turn + 1 minute/level
Saving Throw: None
Psionic Resistance: No
By means of this power, the psionicist can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person/creature affected by the feeblemind power can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal.
In addition, paralysis, poison, ability score drain or energy drain will not affect the individual creature under the influence of this power, but poison injected or otherwise introduced into the body will become effective when the power recipient is no longer under the influence of this power, although a saving throw is permitted. The psionicist is able to end the power's effects at any time desired, but it requires 1 round for bodily functions to begin again.

Feign Death
Alteration
Level: Psionicist 2
Components: V, S
Activation Time: 1 round
Range: Personal
Target: You
Duration: 1 turn + 1 minute/level
Saving Throw: None
Psionic Resistance: No
By means of this power, the psionicist can put into a cataleptic state that is impossible to distinguish from actual death. Although the person/creature affected by the feeblemind power can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal.
In addition, paralysis, poison, ability score drain or energy drain will not affect the individual creature under the influence of this power, but poison injected or otherwise introduced into the body will become effective when the power recipient is no longer under the influence of this power, although a saving throw is permitted. The psionicist is able to end the power's effects at any time desired, but it requires 1 round for bodily functions to begin again.

Fireball
Evocation
Level: Psionicist 4
Components: V, S
Activation Time: 1 round
Range: 100’ (Medium)
Target: One creature
Duration: Instantaneous
Saving Throw: Dexterity half
Psionic Resistance: Yes
A fireball power is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per psionicist level (maximum 9d6) to every creature within the area. Items held by one of the power's targets must save versus fire if that target failed his saving throw with a "1." Other items in the power's area must save as well.

Fireball
Evocation
Level: Psionicist 6
Components: V, S
Activation Time: 1 round
Range: 400’ (Long)
Area: 20’ radius circle
Duration: Instantaneous
Saving Throw: Dexterity half
Psionic Resistance: Yes
A fireball power is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per psionicist level (maximum 9d6) to every creature within the area. Items held by one of the power's targets must save versus fire if that target failed his saving throw with a "1." Other items in the power's area must save as well.

Five-Second Maze
Evocation
Level: Psionicist 6
Components: V, S
Activation Time: 1 round
Range: Personal
Target: You
Duration: 1 turn + 1 minute/level
Saving Throw: None
Psionic Resistance: No
By means of this power, the psionicist can put into a cataleptic state that is impossible to distinguish from actual death. Although the person/creature affected by the feeblemind power can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal.
In addition, paralysis, poison, ability score drain or energy drain will not affect the individual creature under the influence of this power, but poison injected or otherwise introduced into the body will become effective when the power recipient is no longer under the influence of this power, although a saving throw is permitted. The psionicist is able to end the power's effects at any time desired, but it requires 1 round for bodily functions to begin again.

Fire Storm
Evocation
Level: Psionicist 7
Components: V, S
Activation Time: 1 round
Range: 100’ (Medium)
Area: Two 10’ cubes per level
Duration: Instantaneous
Saving Throw: Dexterity half
Psionic Resistance: Yes
When a fire storm power is activated, the whole area is shot through with sheets of roaring flame. Any creature within the area takes 1d6 points of fire damage per caster level (maximum 18d6). Items held by one of the power's targets must save versus fire (see Item Saving Throws on page 60) if that target failed his saving throw with a "1." Other items in the power's area must save as well.
annihilation

This power grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings

of impending danger or harm to the subject of the power. You are never surprised and are immune to sneak attacks and the death attacks of assassins. In addition, the power gives you a general idea of what action you might take to best protect yourself and gives you a +2 bonus to AC, initiative rolls and dexterity saves.

Forget

Enchantment/Charm

Level: Psionicist 9
Components: V, S
Activation Time: 1 round
Range: 30' (Close)
Area of Effect: 1d4 creatures in a 10' radius circle
Duration: Permanent
Saving Throw: Charisma negates
Psionic Resistance: Yes

By means of this dweomer the psionicist causes creatures within the area of effect to forget the events of the previous minute (6 rounds of time previous to the utterance of the power). For every 3 levels of experience of the psionicist another minute of past time is forgotten. Forget in no way negates any charm, suggestion, or similar power, but it is possible for the creature to employ such a power against a victim and, later, be forgotten through the use of a forget power. From 1-4 individual creatures can be affected by the power, at the discretion of the psionicist. If only 1 is to be affected, the recipient's memories of time previous to the utterance of the power). For every 3 levels of experience of the psionicist another minute of past time is forgotten. Forget in no way negates any charm, suggestion, or similar power, but it is possible for the creature to employ such a power against a victim and, later, be forgotten through the use of a forget power. From 1-4 individual creatures can be affected by the power, at the discretion of the psionicist. If only 1 is to be affected, the recipient's memories of time previous to the utterance of the power. For every 3 levels of experience of the psionicist another minute of past time is forgotten. Forget in no way negates any charm, suggestion, or similar power, but it is possible for the creature to employ such a power against a victim and, later, be forgotten through the use of a forget power. From 1-4 individual creatures can be affected by the power, at the discretion of the psionicist. If only 1 is to be affected, the recipient's memories of time previous to the utterance of the power.

Freedom of Movement

Abjuration

Level: Psionicist 4
Components: V, S
Activation Time: 1 round
Range: Personal
Target: You or creature touched
Duration: 1 turn/level
Saving Throw: None
Psionic Resistance: Yes

The subject is freed from powers and effects that restrict its movement, including grappling, paralysis, sleep, slow, and stunning.

Freedom

Abjuration

Level: Psionicist 9
Components: V, S
Activation Time: 1 round
Range: Personal or touch
Target: You or creature touched
Duration: 1 turn/level
Saving Throw: None
Psionic Resistance: Yes

This power enables you or a creature you touch to move and attack normally for the duration of the power, even under the influence of powers that usually impedes movement, such as paralysis and slow. The subject automatically succeeds on any strength check made to resist being grappled or dexterity check made to escape from bonds of any sort. The power also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement power does not, however, allow water breathing.

Gust of Wind

Evocation

Level: Psionicist 2
Components: V, S
Activation Time: 1 round
Range: Personal
Effect: 60' long by 5' wide gust of severe wind emanating from you
Duration: 1 round
Saving Throw: Strength negates
Psionic Resistance: Yes
This power creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.
Small creatures are knocked prone by the force of the wind and take 1d6 of subdual damage or, if flying, are blown back 1d6x10 feet and take 2d6 points of subdual damage due to battering and buffeting.
Medium creatures are unable to move forward against the force of the wind or, if flying, are blown back 1d6x5 feet and take 1d6 points of subdual damage.
Large creatures may move normally within a gust of wind effect.
A gust of wind can’t move a creature beyond the limit of its range.
Any creature, regardless of size, takes a –4 penalty on ranged attacks and any perception checks (including listen checks) in the area of a gust of wind.
The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.
In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Haste
Alteration
Level: Psionicist 3
Components: V, S
Activation Time: 1 round
Range: Personal
Targets: You
Duration: 1 round/level
Saving Throw: Intelligence negates (harmless)
Psionic Resistance: Yes (harmless)
The transmuted psionicist moves and acts more quickly than normal, and may make an extra attack each round. The character's movement rate is doubled while using this power. When hasted a psionicist may only cast one power per round.
In addition, a hasted creature gains a +1 bonus on attack rolls and a +1 bonus to AC and dexterity checks. Haste dispels and counters slow.

Heat Metal
Alteration
Level: Psionicist 2
Components: V, S
Activation Time: 1 round
Range: 30' (Close)
Target: Metal equipment of one creature per two levels, no two of which can be more than 30' apart; or 25 lb. of metal/level, all of which must be within a 30' circle
Duration: 7 rounds
Saving Throw: Charisma negates (object)
Psionic Resistance: Yes (object)
Heat metal makes metal extremely warm. A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points see the table) if it’s not wearing metal armor and the metal that it’s carrying weighs less than one-fifth of its weight.
On the first round of the power, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the power's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

<table>
<thead>
<tr>
<th>Round</th>
<th>Metal Temperature</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Warm</td>
<td>None</td>
</tr>
<tr>
<td>2</td>
<td>Hot</td>
<td>1d4 points</td>
</tr>
<tr>
<td>3-5</td>
<td>Searing</td>
<td>2d4 points</td>
</tr>
<tr>
<td>6</td>
<td>Hot</td>
<td>1d4 points</td>
</tr>
<tr>
<td>7</td>
<td>Warm</td>
<td>None</td>
</tr>
</tbody>
</table>

Any cold intense enough to damage the creature negates fire damage from the power (and vice versa) on a point-for-point basis.

If cast underwater, heat metal deals half damage and boils the surrounding water.
Heat metal counters and dispels chill metal.

Hold Monster
Enchantment/Charm
Level: Psionicist 4
Components: V, S
Activation Time: 1 round
Range: 100' (Medium)
Target: One living creature
Duration: 1 round/level (dismissible); see text
Saving Throw: Strength negates; see text
Psionic Resistance: Yes
The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can’t swim and may drown.

Hypnotic Pattern
Enchantment/Charm
Level: Psionicist 1
Components: V, S
Activation Time: 1 round
Range: 100' (Medium)
Target: One living creature
Duration: 1 round/level (dismissible)
Saving Throw: Charisma negates
Psionic Resistance: Yes
Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total hit dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.
If you use this power in combat, each target gains a +2 bonus on its saving throw. If the power affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While the subject is fascinated by this power, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the power ends, the creature retains its new attitude toward you, but only with respect to that particular request.

Improved Dispel Psionics
Abjuration
Level: Psionicist 6
This power functions like dispel psionics, except that the maximum psionist level on your dispel check is +20 instead of +10.

Improved Invisibility
Illusion/Phantasm
Level: Psionicist 4
Components: S
Range: Personal
Target: You
Duration: 1 round/level (dismissible)
This power functions like invisibility, except that it doesn’t end if the subject attacks.

Improved Restoration
Conjuration/Summoning
Level: Psionicist 8
Components: V, S
Casting Time: 1 turn
This power functions like restoration, except that it affects any living creature that fails its strength save.
This power functions like lesser restoration, except that it also reverses 1d4 levels drained by a power or psionic creature (50% chance if the drain was not psionic in nature). The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level. Improved restoration also dispels all psionic effects penalizing the creature’s abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects. Improved restoration does not restore levels or constitution points lost due to death.

**Improved Scrying**

**Divination**

**Level:** Psionicist 7

**Components:** V, S

**Activation Time:** 1 round

**Duration:** 1 hour/level

This power functions like scrying, except as noted above. Additionally, all of the following powers function reliably through the sensor: detect psionics, message, telepathy, and tongues.

**Insanity**

**Enchantment/Charm**

**Level:** Psionicist 7

**Components:** V, S

**Activation Time:** 1 round

**Range:** 100’ (Medium)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Charisma negates

**Psionic Resistance:** Yes

The affected creature suffers from a continuous confusion effect, as the power.

Break enchantment or improved restoration restores the creature and magical means of restoring sanity are 50% likely to work.

**Insight**

**Divination**

**Level:** Psionicist 2

**Components:** V, S

**Activation Time:** 1 minute

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

An insight can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful divination is 70% + 1% per psionicist level, to a maximum of 90%. This roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the insight succeeds, you get one of four results:

- **Weal** (if the action will probably bring good results).
- **Weal** (if the action will probably bring bad results).
- **Weal** and **woe** (for both).
- **Nothing** (for actions that don’t have especially good or bad results).

If the power fails, you get the “nothing” result. A psionicist who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful insight. The insight can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All insights used by the same person about the same topic use the same dice result as the first use.

**Invisibility**

**Evocation**

**Level:** Psionicist 3

**Components:** S

**Activation Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (dismissible)

**Saving Throw:** None

**Psionic Resistance:** No

The psionicist becomes invisible, vanishing from sight, even from darkvision. If the psionicist is carrying gear, that vanishes, too.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The power ends if the subject attacks any creature. For purposes of this power, an attack includes any power targeting a foe or whose area of effect includes a foe.

Actions directed at unattended objects do not break the power. Caus ing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear.

**Iron Body**

**Alteration**

**Level:** Psionicist 8

**Components:** V, S

**Activation Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (dismissible)

This power transforms your body into living iron, which grants you several powerful resistances and abilities. You are immune to ability score damage, blindness, deafness, disease, drowning, electricity, poison, stunning, and all powers or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems. You may not be sneak attacked and subtract 10 points of damage from every attack or power that strikes you.

You gain a +6 bonus to your strength score, but you take a –6 penalty to dexterity as well (to a minimum dexterity score of 1), and your speed is reduced to half normal. You may not cast arcane powers while affected by the iron body power and suffer a -2 penalty to all dexterity checks. Your unarmed attacks deal 1d6 damage. Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the power duration expires.

You cannot drink (and thus can’t use potions) or play wind instruments.

**Jump**

**Alteration**

**Level:** Psionicist 1

**Components:** V, S

**Activation Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (dismissible)

**Saving Throw:** None

**Psionic Resistance:** No

The subject gets a +10 bonus on all strength checks made in order to jump. The bonus increases to +20 at psionicist level 5, and to +30 (the maximum) at psionicist level 9.

**Know Direction**

**Divination**

**Level:** Psionicist 0

**Components:** V, S

**Activation Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Psionic Resistance:** Yes

You instantly know the direction of north from your current position. The power is effective in any environment in which “north” exists, but it may not work in extraplanar settings. Your knowledge of north is
A light power counters and dispels a darkness power of an equal or lower level and visa versa.

**Lightning Bolt**
Evocation

- **Level:** Psionicist 4
- **Components:** V, S
- **Activation Time:** 1 round
- **Range:** 100’ (Special)
- **Area:** 5’ wide by 100’ long arc of electricity
- **Duration:** Instantaneous
- **Saving Throw:** Dexterity half
- **Psionic Resistance:** Yes

You release a powerful stroke of electrical energy from your fingertips that deals 1d6 points of electricity damage per psionicist level (maximum 9d6) to each creature within its area. Items held by one of the power’s targets must save versus lightning if that target failed his saving throw with a “1”. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interfering barrier shatters or breaks through it, the bolt may continue beyond the barrier if the power’s range permits; otherwise, it stops at the barrier just as any other power effect does.

**Major Creation**
Conjuration/Summoning

- **Level:** Psionicist 8
- **Components:** V, S
- **Activation Time:** 1 turn
- **Range:** 30’ (Close)
- **Duration:** See text

This power functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

<table>
<thead>
<tr>
<th>Hardness and Rarity Examples</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vegetable matter</td>
<td>2 hours/level</td>
</tr>
<tr>
<td>Stone, crystal, base metals</td>
<td>1 hour/level</td>
</tr>
<tr>
<td>Precious metals</td>
<td>2 turns/level</td>
</tr>
<tr>
<td>Gems</td>
<td>1 turn/level</td>
</tr>
<tr>
<td>Rare metal</td>
<td>1 round/level</td>
</tr>
</tbody>
</table>

1 Includes adamantine and mithral.

**Mass Charm**
Enchantment/Charm

- **Level:** Psionicist 8
- **Components:** V
- **Targets:** One or more creatures, no two of which can be more than 30’ apart
- **Duration:** One day/level

This power functions like charm monster, except that mass charm affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

**Mass Suggestion**
Enchantment/Charm

- **Level:** Psionicist 6
- **Range:** 100’ (Medium)
- **Targets:** One creature/level, no two of which can be more than 30’ apart
- **Duration:** One day/level

This power functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

**Maze**
Conjuration/Summoning

- **Level:** Psionicist 8
- **Components:** V, S
- **Activation Time:** 1 round
- **Range:** 30’ (Close)
- **Target:** One creature
- **Duration:** See text
- **Saving Throw:** None
- **Psionic Resistance:** Yes

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a -5 penalty
intelligence check to escape the labyrinth. If the subject doesn’t escape, the maze disappears after 1 turn, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the maze power was activated. If this location is filled with a solid object, the subject appears in the nearest open space. Powers and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a maze spell, although the plane shift power allows it to exit to whatever plane is designated in that power. Minotaurs are not affected by this power.

**Message**

Alteration

**Level:** Psionicist 0

**Components:** V

**Activation Time:** 1 round

**Range:** 100’ (Medium)

**Targets:** One creature/level

**Duration:** 1 turn/level

**Saving Throw:** None

**Psionic Resistance:** No

You can whisper messages and receive whispered replies with little chance of being overheard. You look toward each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1’ of stone, an inch of common metal (or a thin sheet of lead), or 3’ of wood or dirt blocks the power. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path’s entire length lies within the power’s range. The creatures that receive the message can whisper a reply that you hear. The power transmits sound, not meaning. It doesn’t transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

**Mind Fog**

Enchantment/Charm

**Level:** Psionicist 5

**Components:** V, S

**Activation Time:** 1 round

**Range:** 100’ (Medium)

**Effect:** Fog spreads in 20’ radius, 20’ high

**Duration:** 30 minutes and 2d6 rounds; see text

**Saving Throw:** Charisma negates

**Psionic Resistance:** Yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a –10 penalty on all wisdom and intelligence checks, as well as all charisma checks versus psionic powers. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round. The fog is thin and does not significantly hamper vision.

**Minor Creation**

Conjuration/Summoning

**Level:** Psionicist 4

**Components:** V, S

**Activation Time:** 1 minute

**Range:** 0’

**Effect:** 1 nonmagical object of nonliving plant matter of up to 1 cu. ft./level

**Duration:** 1 hour/level (dissimilable)

**Saving Throw:** None

**Psionic Resistance:** No

You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per psionicist level. You must succeed on an appropriate skill check to make a complex item. Attempting to use any created object as a material component causes the power to fail.

**Neutralize Poison**

Conjuration/Summoning

**Level:** Psionicist 3

**Components:** V, S

**Activation Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 1 turn/level

**Saving Throw:** None

**Psionic Resistance:** No

You detoxify any sort of venom within your system. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the power does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don’t go away on their own. The psionicist is immune to any poison it is exposed to during the duration of the power. Unlike with slow poison, such effects aren’t postponed until after the duration—the psionicist need not make any saves against poison effects applied to it during the length of the power.

**Nondetection**

Abjuration

**Level:** Psionicist 3

**Components:** V, S

**Activation Time:** 1 round

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Charisma negates

**Psionic Resistance:** Yes

You or a touched creature become difficult to detect by divination powers such as clairaudience/clairvoyance, scrying and detect powers. If a divination is attempted against the warded creature or item, the user of the divination must succeed on a psionicist level check (1d20 + psionicist level) with a check penalty equal to level of the psionicist who cast nondetection. Nondetection wards the target’s gear as well as the creature itself.

**Obscurement**

Conjuration/Summoning

**Level:** Psionicist 1

**Components:** V, S

**Activation Time:** 1 round

**Range:** Personal

**Effect:** Cloud spreads in 20’ radius from you, 20’ high

**Duration:** 1 minute/level

**Saving Throw:** None

**Psionic Resistance:** No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has 50% concealment (+2 to AC) while those further away have 100% concealment (+7 to AC). Creatures up to 10 feet away have 75% concealment (+3 to AC) while those further away have 100% concealment (+4 to AC and cannot be targeted by sight).

A moderate wind (11+ mph), such as from a gust of wind power, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar power burns away the fog in the explosive or fiery power’s area. A wall of fire burns away the fog in the area into which it deals damage. This power does not function underwater.

**Pasawall**

Conjuration/Summoning

**Level:** Psionicist 6

**Components:** V, S

**Activation Time:** 1 round

**Range:** Touch

**Effect:** 5’ by 8’ opening, 10’ deep plus 5’ deep per three additional levels

**Duration:** 1 hour/level (dissimilable)

**Saving Throw:** None

**Psionic Resistance:** No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three psionicist levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep)
at 18th level). If the wall’s thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall powers can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

**Phase Door**

**Conjuration/Summoning**

**Level:** Psionicist 7

**Components:** V

**Activation Time:** 1 round

**Range:** 30’ (Close)

**Effect:** Ethereal 5’ by 8’ opening, 10’ deep + 5’ deep per three levels

**Duration:** One usage per two levels

**Saving Throw:** None

**Psionic Resistance:** No

This power creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or power effects through it, nor can you see through it without using it. Thus, the power can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing or similar magic has a 50% chance of revealing a phase door’s presence, but does not allow its use.

A phase door is subject to dispel psionics. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

You can allow other creatures to use the phase door by setting some trigger condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature’s name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, hit dice, and hit points don’t qualify.

**Plane Shift**

**Conjuration/Summoning**

**Level:** Psionicist 8

**Components:** V, S

**Activation Time:** 1 round

**Range:** Touch

**Target:** Creature touched, or up to 8 willing creatures joining hands

**Duration:** Instantaneous

**Saving Throw:** Charisma negates

**Psionic Resistance:** Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

**Polymorph Self**

**Alteration**

**Level:** Psionicist 5

**Components:** V, S

**Activation Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (dismissible)

**Saving Throw:** None

**Psionic Resistance:** No

This power functions like alter self, except that you change the subject into another form of living creature of any size. The new form may not be that of an undead, elemental, extraplanar or animated creature. The assumed form can’t have more hit dice than your psionicist level (or the subject’s HD, whichever is lower), to a maximum of 15 HD at 15th level. You can’t assume an incorporeal or gaseous form.

Upon changing, the psionicist regains lost hit points as if he had rested for a night. All equipment worn or carried by the polymorphed creature melds with their new form and becomes nonfunctional. If slain, the subject reverts to its original form, though it remains dead. The subject gains the physical attributes (including natural weapons and sensory abilities) of the new form but retains its own intelligence, wisdom, and charisma scores. It uses the armor class of its new form but keeps its own hit points. BHR bonuses and primary ability scores. The polymorphed psionicist may use their class abilities, so long as their new form would allow for their use, but does not gain the special abilities or defenses possessed by their new form (including psionic abilities and psionic resistance).

**Power Word Blind**

**Enchantment/Charm**

**Level:** Psionicist 7

**Components:** V

**Activation Time:** 1 round

**Range:** 30’ (Close)

**Target:** One creature with 150 hp or less

**Duration:** See text

**Saving Throw:** None

**Psionic Resistance:** Yes

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the power depends on the target’s current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word blind. Blindness can be removed by break enchantment or a successful dispel psionics.

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>50 or less</td>
<td>Permanent</td>
</tr>
<tr>
<td>51–100</td>
<td>1d4+1 minutes</td>
</tr>
<tr>
<td>101–150</td>
<td>1d4+1 rounds</td>
</tr>
</tbody>
</table>

**Power Word Kill**

**Enchantment/Charm**

**Level:** Psionicist 9

**Components:** V

**Activation Time:** 1 round

**Range:** 30’ (Close)

**Target:** One living creature with 75 hp or less

**Duration:** Instantaneous

**Saving Throw:** None

**Psionic Resistance:** Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 76 or more hit points is unaffected by power word kill.

**Power Word Stun**

**Enchantment/Charm**

**Level:** Psionicist 8

**Components:** V

**Activation Time:** 1 round

**Range:** 30’ (Close)

**Target:** One creature with 100 hp or less

**Duration:** See text

**Saving Throw:** None

**Psionic Resistance:** Yes

You utter a single word of power that causes one creature of your choice to be stunned, whether the creature can hear the word or not. The duration of the power depends on the target’s current hit point total. Any creature that currently has 101 or more hit points is unaffected by power word stun.

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>50 or less</td>
<td>1d4 minutes</td>
</tr>
<tr>
<td>51–75</td>
<td>4d4 rounds</td>
</tr>
<tr>
<td>76–100</td>
<td>1d4+1 rounds</td>
</tr>
</tbody>
</table>

**Precognition**

**Divination**

**Level:** Psionicist 5

**Components:** V, S

**Activation Time:** 1 turn
Range: Personal  
Target: You  
Duration: Instantaneous

Similar to insight but more powerful, precognition can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn’t act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct precognition is 70% + 1% per psionicist level, to a maximum of 90% if the dice roll fails, you know the power failed, unless specific magic yielding false information is at work.

As with insight, multiple precognitions about the same topic by the same psionicist use the same dice result as the first precognition and yield the same answer each time.

**Produce Flame**

Evocation  
Level: Psionicist 1  
Components: V, S  
Activation Time: 1 round  
Range: Personal  
Targets:  
Effect: Flame in your palm  
Duration: 1 minute/level (dismissible)  
Saving Throw: None  
Psionic Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee attack, dealing fire damage equal to 1d6 +1 point per psionicist level (maximum +5). Alternatively, you can hurl the flames up to 120' (24") as a thrown weapon. When doing so, you attack with a ranged attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames 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 power ends after the attack resolves. This power does not function underwater.

**Protection from Energy**

Abjuration  
Level: Psionicist 3  
Components: V, S  
Activation Time: 1 round  
Range: Touch  
Target: Creature touched  
Duration: 1 turn/level or until discharged  
Saving Throw: Charisma negates (harmless)  
Psionic Resistance: Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the power absorbs 12 points per psionicist level of energy damage (to a maximum of 120 points at 10th level), it is discharged. This power may be used in conjunction with the resist energy power. The damage absorbed by protection from energy would first be reduced by resist energy.

**Pyrotechnics**

Alteration  
Level: Psionicist 3  
Components: V, S, M  
Activation Time: 1 round  
Range: 400’ (Long)  
Target: One fire source, up to a 20’ cube  
Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text  
Saving Throw: Wisdom negates or constitution negates; see text  
Psionic Resistance: Yes or No; see text

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose. Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120’ (24") of the fire source to become blinded for 1d4+1 rounds (wisdom negates). These creatures must have line of sight to the fire to be affected. Psionic resistance can prevent blindness.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per psionicist level. All sight, even darkvision, is instantly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per psionicist level.

**Reduce Self**

Alteration  
Level: Psionicist 1  
Components: V, S  
Activation Time: 1 round  
Range: Personal  
Target: You  
Duration: 1 minute/level (dismissible)  
Saving Throw: None  
Psionic Resistance: No

This power causes instant diminution of the psionicist, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature’s size category to the next smaller one. The target gains a +2 bonus to dexterity and a –2 penalty to strength (to a minimum of 1). This power doesn’t change the target’s Movement Rate. All equipment worn or carried by a creature is similarly reduced by the power.

Melee and projectile weapons affected by this power deal less damage, their damage die decreases by 1 type (for example, from a d6 to a d4 or from 2d8 to 2d6). Other properties, such as magical bonuses, are not affected by this power.

Multiple effects that reduce size do not stack.

**Regenerate**

Alteration  
Level: Psionicist 7  
Components: V, S  
Activation Time: 3 rounds  
Range: Personal  
Target: You  
Duration: Instantaneous  
Saving Throw: None  
Psionic Resistance: No

The psionicist’s severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multilegged creatures), broken bones, and ruined organs grow back. After the power is activated, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 6d8 points of damage, rids the subject of fatigue, and eliminates all nonlethal damage the subject has taken.

**Remove Fear**

Abjuration  
Level: Psionicist 1  
Components: V, S  
Activation Time: 1 round  
Range: 30’ (Close)  
Target: One creature plus one additional creature per four levels, no two of which can be more than 30’ apart  
Duration: 1 turn; see text  
Saving Throw: Charisma negates (harmless)  
Psionic Resistance: Yes (harmless)

You instill courage in the subject, granting it a +4 bonus against fear effects for 1 turn. If the subject is under the influence of a fear effect when receiving the power, that effect is suppressed for the duration of the power.

Remove fear counters and dispels cause fear.
Reversal Gravity
Alteration
Level: Psionicist 8
Components: V, S
Activation Time: 1 round
Range: 100' (Medium)
Area: Up to one 10' cube per two levels
Duration: 1 round/level (dismissible)
Saving Throw: None; see text
Psionic Resistance: No
This power reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the power ends. At the end of the power duration, affected objects and creatures fall downward.
Provided it has something to hold onto, a creature caught in the area can attempt a Dexterity save to secure itself when the power strikes. Creatures who can fly or levitate can keep themselves from falling.

Run
Alteration
Level: Psionicist 1
Components: V, S
Activation Time: 1 round
Range: Personal
Target: You
This power increases your base land speed by 30' per round. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this power affects your jumping distance.

Scrying
Divination
Level: Psionicist 4
Components: V, S
Activation Time: 1 hour
Range: See text
Effect: Magical sensor
Duration: 1 minute/level
Saving Throw: Wisdom (intelligence for arcane version) negates
Psionic Resistance: Yes
You can see and hear some creature, which may be at any distance. If the subject succeeds at its save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its save.

Knowledge
Save Modifier
None
+10
Secondhand (you have heard of the subject)
+5
Firsthand (you have met the subject)
+10
Familiar (you know the subject well)
–5

1 You must have some sort of connection to a creature you have no knowledge of.

Connection
Save Penalty
Likeness or picture
–2
Possession or garment
–4
Body part, lock of hair, bit of nail, etc.
–10

If the save fails, you can see and hear the subject and the subject’s immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a Movement Rate of up to 150’ (30’) per round.
As with all divination (scrying) powers, the sensor has your full visual acuity, including any psionic effects. In addition, the following powers have a 5% chance per psionicist level of operating through the sensor: detect evil or good, detect psionics and message. If the save fails, you can’t attempt to scry on that subject again for at least 24 hours.

Resilient Sphere
Evocation
Level: Psionicist 4
Components: V, S
Activation Time: 1 round
Range: 30' (Close)
Effect: 1' diameter/level sphere, centered around a creature
Duration: 1 minute/level (dismissible)
Saving Throw: Dexterity negates
Psionic Resistance: Yes
A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the power’s duration. The sphere is not subject to damage of any sort except from a targeted dispel psionics power. A rod of cancellation, a rod of negation, or a disintegrate spell have a 50% chance of destroying a resilient sphere. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.
The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Resist Energy
Abjuration
Level: Psionicist 2
Components: V, S
Activation Time: 1 round
Range: Touch
Target: Creature touched
Duration: 1 turn/level
Saving Throw: Wisdom negates (harmless)
Psionic Resistance: Yes (harmless)
This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains a +2 bonus to saving throws made against such attacks and only suffers half of the damage that they normally would from such attacks. The power protects the recipient’s equipment as well. The save bonus provided by this power increases by +1 per 6 levels of the psionicist (to a maximum of +5 at level 18 and higher).

Note: Resist energy overlaps with protection from energy. If a character is warded by protection from energy and resist energy, the protection power absorbs the reduced amount of affected by the resist energy power damage until its power is exhausted.

Restoration
Conjuration/Summoning
Level: Psionicist 5
This power functions like lesser restoration, except that it cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the psionicist.
Psionic Resistance:

Components: V, S

Level: Psionicist 2

Activation Time: 1 round

Range: 400' (Long)

Area: 15' radius centered on a creature, object, or point in space

Duration: 1 minute/level (dismissible)

Saving Throw: Charisma negates; see text or none (object)

Psionic Resistance: Yes; see text or no (object)

Upon the casting of this power, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, powers with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The power can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The power can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a charisma save to negate the power and use psionic resistance, if any. Items in a creature's possession or psionic items that emit sound receive the benefits of saves and psionic resistance, but unattended objects and points in space do not. This power provides a defense against sonic or language-based attacks.

Sleep

Enchantment/Charm

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Area: One or more living creatures within a 10' radius burst

Duration: 1 minute/level

Saving Throw: Charisma negates

Psionic Resistance: Yes

A sleep power causes 2d4 hit dice of creatures to fall into a hypnotically induced slumber. Only creatures with 4 or fewer hit dice are affected by this power. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the power's point of origin are affected first. Hit dice that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Sapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature takes 1 round. Sleep does not target unconscious, animated or undead creatures.

Slow Poison

Conjuration/Summoning

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Psionic Resistance: No

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the power's duration does not affect the subject until the power's duration has expired. Slow poison does not cure any damage that poison may have already done.

You emit an ear-splitting yell that stuns and damages creatures in its path. Any creature within the area is stunned for 1d4 rounds and takes 5d6 points of damage. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per psionicist level (maximum 12d6).

An affected creature is allowed a constitution save to negate the stunning effect and reduce the damage by half. Items held need not make Item Saving Throws unless their bearer failed his saving throw with a "1". A shout power cannot penetrate a silence 15' radius power.

Silence 15' Radius

Conjuration/Summoning

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: 400' (Long)

Area: 15' radius centered on a creature, object, or point in space

Duration: 1 minute/level (dismissible)

Saving Throw: Charisma negates; see text or none (object)

Psionic Resistance: Yes; see text or no (object)

Upon the casting of this power, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, powers with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The power can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The power can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a charisma save to negate the power and use psionic resistance, if any. Items in a creature's possession or psionic items that emit sound receive the benefits of saves and psionic resistance, but unattended objects and points in space do not. This power provides a defense against sonic or language-based attacks.

Sleep

Enchantment/Charm

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Area: One or more living creatures within a 10' radius burst

Duration: 1 minute/level

Saving Throw: Charisma negates

Psionic Resistance: Yes

A sleep power causes 2d4 hit dice of creatures to fall into a hypnotically induced slumber. Only creatures with 4 or fewer hit dice are affected by this power. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the power's point of origin are affected first. Hit dice that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Sapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature takes 1 round. Sleep does not target unconscious, animated or undead creatures.

Slow Poison

Conjuration/Summoning

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Psionic Resistance: No

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the power's duration does not affect the subject until the power's duration has expired. Slow poison does not cure any damage that poison may have already done.
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**Strength**
Alteration

- **Level:** Psionicist 2
- **Components:** V, S
- **Activation Time:** 1 round
- **Range:** Personal
- **Target:** You
- **Duration:** 1 turn/level
- **Saving Throw:** None
- **Psionic Resistance:** No

The power increases the strength of the character by 2 points. Benefits of the strength power last for the duration of the power.

**Suggestion**
Enchantment/Charm

- **Level:** Psionicist 3
- **Components:** V, M
- **Activation Time:** 1 round
- **Range:** 30' (Close)
- **Target:** One living creature
- **Duration:** 1 hour/level or until completed
- **Saving Throw:** Charm Check, negates
- **Psionic Resistance:** Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the power. The suggested course of activity may continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the target finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the power duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with an additional save penalty (equal to the charisma modifier of the psionicist, if positive).

**Telekinesis**
Alteration

- **Level:** Psionicist 5
- **Components:** V, S
- **Activation Time:** 1 round
- **Range:** 400' (Long)
- **Target or Targets:** See text
- **Duration:** Concentration (up to 1 round/level) or instantaneous; see text
- **Saving Throw:** Strength negates (object) or None; see text
- **Psionic Resistance:** Yes (object); see text

You can move objects or creatures by concentrating on them. Depending on the version selected, the power can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

**Sustained Force**
A sustained force moves an object weighing no more than 25 pounds per psionicist level (maximum 375 pounds at 15th level) at a Movement Rate of 30' (6'). A creature can negate the effect on an object it possesses with a successful strength save or with psionic resistance.

This version of the power can last 1 round per psionicist level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The power ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as those require intelligence checks.

**Combat Maneuver**
Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple, or overhead. Resolve these attempts as normal, except that they use your psionicist level in place of your bonus to hit (BTH) and you use your intelligence modifier in place of your strength modifier. No save is allowed against these attempts, but psionic resistance applies normally. This version of the power can last 1 round per psionicist level, but it ends if you cease concentration.

**Violent Thrust**
Alternatively, the power energy can be spent in a single round. You can hurl one object or creature per psionicist level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per psionicist level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your bonus to hit (BTH) + your intelligence modifier. Weapons cause standard damage, with (and psionic resistance) to negate the effect, as are those whose held possessions are targeted by the power. If a telekinested creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points). Hurling other objects must save versus crushing.

**Telekinetic Sphere**
Evocation [Force]

- **Level:** Psionicist 8
- **Components:** V, S
- **Activation Time:** 1 round
- **Range:** 30' (Close)
- **Effect:** 1' diameter/level sphere, centered around the target
- **Duration:** 1 minute/level (dismissible)
- **Saving Throw:** Dexterity negates (object)
- **Psionic Resistance:** Yes (object)

This power functions like a resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within a telekinetic sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after activating the power. If you concentrate on doing so (a standard action), you can move the sphere as much as 60 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the power’s duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell’s duration.

The sphere falls at a rate of only 120 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

**Material Component:** A hemispherical piece of clear crystal, a matching spherical piece of gum arabic, and a pair of small bar magnets.

**Telepathy**
Divination

- **Level:** Psionicist 2
- **Components:** None
- **Activation Time:** 1 round
- **Range:** 400' (Long), see below
- **Target:** One creature of 5 or greater intelligence, see below
- **Duration:** 1 minute/level
- **Saving Throw:** Charisma negates
- **Psionic Resistance:** Yes

This power allows the possessor to communicate mind-to-mind with any other creature with intelligence of 5 or greater. This obviates the need for knowledge of the language of the creature. The creature to be communicated with must be within range of the psionicist and may resist the telepathic link with a successful saving throw. Telepathic waves can traverse greater distances only if all individuals involved are telepathic. Psionicists may contact other psionically active creatures known to them, at a distance of up to 100 miles per level of the sending psionicist. Full concentration is required for telepathy carried out over such great distances.
Note that multiple-mind communications by telepathy are possible. While normal communications are possible, no special form of influence is gained by the exercise of telepathy.

**Teleport**
*Conjuration/Summoning*

**Level:** Psionicist 6  
**Components:** V  
**Activation Time:** 1 round  
**Range:** Personal and touch  
**Target:** You and touched objects or other touched willing creatures

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**Duration:** Instantaneous  
**Saving Throw:** None and charisma negates (object)  
**Psionic Resistance:** No and Yes (object)

This power instantly transports you to a designated destination, which may be as distant as 100 miles per psionicist level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn’t exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three psionicist levels. A Large creature counts as two Medium creatures or more, depending upon its total mass. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all powers where the range is personal and the target is you, you need not make a saving throw, nor is psionic resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and psionic resistance.

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**Familiarity**

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<th>On Target</th>
<th>Off Target</th>
<th>Similar Area</th>
<th>Mishap</th>
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</thead>
<tbody>
<tr>
<td>Very familiar</td>
<td>01–97</td>
<td>98–99</td>
<td>100</td>
<td>—</td>
</tr>
<tr>
<td>Studied carefully</td>
<td>01–94</td>
<td>95–97</td>
<td>98–99</td>
<td>100</td>
</tr>
<tr>
<td>Seen casually</td>
<td>01–88</td>
<td>89–94</td>
<td>95–98</td>
<td>99–100</td>
</tr>
<tr>
<td>Viewed once</td>
<td>01–76</td>
<td>77–88</td>
<td>89–96</td>
<td>97–100</td>
</tr>
<tr>
<td>False destination</td>
<td>—</td>
<td>—</td>
<td>81–92</td>
<td>93–100</td>
</tr>
</tbody>
</table>

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

**Familiarity:** “Very familiar” is a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you can currently see it, you’ve been there often, or you have used other means (such as scrying) to study the place for at least one hour. “Seen casually” is a place that you have seen more than once but with which you are not very familiar. “Viewed once” is a place that you have seen once, possibly using magic. “False destination” is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d% since there is no real designation for you to hope to arrive at even if you do reach your destination.

On Target: You appear where you want to be. Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

**Similar Area:** You wind up in an area that’s visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the power’s range, the power simply fails instead.

**Mishap:** You and anyone else teleporting with you have gotten “scrambled.” You each take 1d10 points of damage, and you re-roll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time “Mishap” comes up, the characters take more damage and must re-roll.

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**Teleport Without Error**
*Conjuration/Summoning*

**Level:** Psionicist 7  
This power functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

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**Time Stop**
*Alteration*

**Level:** Psionicist 9  
**Components:** V  
**Activation Time:** 1 round  
**Range:** Personal  
**Target:** You

**Duration:** 1d4+1 rounds (apparent time); see text

This power seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the time stop is in effect, other creatures are invulnerable to your attacks and powers; you cannot target such creatures with any attack or power. A power that affects an area and has a duration longer than the remaining duration of the time stop have their normal effects on other creatures once the time stop ends. Most psionists use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature’s possession.

You are undetectable while time stop lasts. You cannot enter an area protected by an antipsionic shell while under the effect of time stop.

**Tongues**
*Divination*

**Level:** Psionicist 2  
**Components:** V  
**Activation Time:** 1 round  
**Range:** Personal  
**Target:** You

This power grants the psionicist the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don’t speak. The subject can make itself understood as far as its voice carries. This power does not predispose any creature addressed toward the subject in any way.

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**Undetectable Alignment**
*Abjuration*

**Level:** Psionicist 1  
**Components:** V, S  
**Activation Time:** 1 round  
**Range:** 30’ (Close)  
**Target:** One creature or object

This power conceals the alignment of an object or a creature from all forms of psionic divination.

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**Undetectable Lie**
*Abjuration*

**Level:** Psionicist 3  
**Components:** V, S  
**Activation Time:** 1 round  
**Range:** 30’ (Close)  
**Target:** One creature

This power makes bald-faced untruths seem reasonable, or simply counters the detect lie power. Characters attempting to
deceive Arcana 99

Wall of Force
Evocation
Level: Psionicist 6
Components: V, S
Activation Time: 1 round
Range: 30’ (Close)
Effect: Wall whose area is up to one 10’ square/level
Duration: 1 round/level (dismissible)
Saving Throw: None
Psionic Resistance: No
A wall of force power creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most powers, including dispel psionics. However magical effects, such as a rod of cancellation, a sphere of annihilation, a disintegrate spell, or a Mordenkainen’s disjunction spell have a 50% chance of destroying the wall.

Breath weapons and powers cannot pass through the wall in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a wall of force.

The psionicist can form the wall into a flat, vertical plane whose area is up to one 10’ square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the power fails.

Wall of Wind
Evocation
Level: Psionicist 4
Components: V, S
Activation Time: 1 round
Range: 100’ (Medium)
Effect: Wall up to 10/level long and 5’/level high
Duration: 1 round/level
Saving Throw: None; see text
Psionic Resistance: Yes
An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. A dexterity save allows a creature to maintain its grasp on an object. Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wall of wind. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a –3 penalty to hit (target’s protected by a wall of wind effectively have 75% concealment).

A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected by this power. Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wall of wind to enclose specific points.

Water Breathing
Alteration
Level: Psionicist 3
Components: V, S
Activation Time: 1 round
Range: Personal
Target: You
Duration: 2 hours/level; see text
Saving Throw: None
Psionic Resistance: No
The psionicist can breathe water freely. The power does not make the psionicist unable to breathe air and can be reversed to allow water-breathing creatures to breathe air.
THE KNOWN PLANES OF EXISTENCE

There exist an infinite number of parallel universes and planes of existence in the fantastic "multiverse" of ADVANCED DUNGEONS & DRAGONS. All of these "worlds" co-exist, but how "real" each is depends entirely upon the development of each by the campaign referee. The chart and explanations that follow show only the various planes tied to that of normal existence. The parallel universes are not shown, and their existence might or might not be actual.

1. The Prime Material Plane (or Physical Plane) houses the universe and all of its parallels. It is the plane of Terra, and your campaign, in all likelihood.
2. The Positive Material Plane is a place of energy and light, the place that is the source of much that is vital and active, the power supply for good.
3. The Negative Material Plane is the place of anti-matter and negative force, the source of power for undead, the energy area from which evil grows.
4. The Elemental Plane of Air.
5. The Elemental Plane of Fire.
6. The Elemental Plane of Earth.
7. The Elemental Plane of Water.
8. The Ethereal Plane is that which surrounds and touches all of the other Inner Planes, the endless parallel worlds of the universe, without being a part of any of them. Any creature able to become ethereal and then return to material form can use this plane to move from one to another of the Inner Planes; this is explained fully in the following paragraphs.
9. The Astral Plane radiates from the Prime Material to a non-space where endless vortices spiral to the parallel Prime Material Planes and to the Outer Planes as well. Thus, this plane can be used to travel the universe(s) or to the Outer Planes which are the homes of powerful beings, the source of alignment (religious/philosophical/ethical ideals), the deities. Note that the Astral Plane touches only the upper layers of the Outer Planes. Use of this plane is explained later.
10. The Seven Heavens of absolute lawful good.
11. The Twin Paradises of neutral good lawfu.
12. The planes of Elysium of neutral good.
13. The Happy Hunting Grounds of neutral good.
14. The planes of Olympus of absolute good.
15. The planes of Limbo of neutral (absolute) chaos.
17. The 666 layers of the Abyss of absolute chaotic evil.
18. The planes of Tartarus of evil chaotic.
20. The furnaces of Gehenna of lawful evil.
22. The nether planes of Acheron of lawful evil.
23. Nirvana of absolute (neutral) lawfu.
24. The planes of Arcadia of neutral good laws.

ETHERAL TRAVEL

A character can achieve the ethereal state by various means that include magical ointment (oil of etherealness), magical items, magic spells and psionic discipline. It is possible to move to or about any plane that the Ethereal Plane permeates, and it is also possible to move from plane to plane ethereally.

All movement and travel in the Ethereal Plane is subject to certain hazards. Some monsters are able to function partially in this plane. Some monsters roam freely in the Ethereal Plane. The worst hazard, however, is the ether cyclone, a strong moving force that can cause the individual to enter a different world or plane or become lost in the ether for many, many days when it blows across the stretches of this multi-plane. Ethereal travel is tireless and rapid. Creatures in ethereal state need neither food, drink, rest, or sleep. Your referee has complete tables for encounters in the Ethereal Plane as well as for movement of the ether cyclone and its results.

ASTRAL TRAVEL

Astral travel is possible by various means including magic spells and psionic discipline. The Astral Plane touches only the endless Prime Material Plane and the 16 "first levels" of the Outer Planes. The Astral Plane does not touch any of the Inner Planes other than the Prime Material Plane. It is possible to move about in or to any of the universes or to the first level of the Outer Planes by means of astral travel.

Travel on the Astral Plane can be dangerous due to the functioning or presence of monsters in or upon the plane. The psychic wind is the most dangerous, however, for it can either blow the traveler about so as to cause him or her to become lost (thus coming to some undesired world or plane or become out of touch for many days) or snap the silver cord (cf. astral spell) and kill the individual irrevocably. As with ethereal travel, movement through the Astral Plane is speedy, and while there the individual needs no food, drink, rest or even sleep.

Along with ethereal encounter and travel tables, your DM has similar information pertaining to like activities on the Astral Plane. This information will be revealed to you through experience (and possibly by other means) as the need arises.

ETHERAL AND ASTRAL COMBAT

It is possible to cast spells, melee, etc. on either the Ethereal or Astral Plane. These activities generally affect only others on the same plane, but can affect other creatures who exist partially or function on either or both planes. Magic spells can be cast from the Ethereal to the Prime Material Plane, but not from the Astral to the Prime Material, except as noted above.

Certain magic weapons will remain magical in either of these planes, but some will not, so be prepared for the worst. Only very powerful creatures (demon princes, arch devils, godlings, gods, etc.) can do more than destroy the astral body, causing the silver cord to return to the material body and preventing further astral travel for a period of time. Very powerful beings might be able to snap the silver cord, thus killing the astral and material bodies simultaneously. Ethereal combat damage is actual damage. Note also that all is lost if the material body is destroyed while the astral body is in that plane.
The Gods of the Dwarves

One of the most powerful of all the non-human pantheons is that of the dwarven fold, and it well reflects their nature and beliefs as the human pantheons reflect that of their human worshipers. In describing the dwarven pantheon, several distinct differences are apparent between it and usual human religions. All of the greater dwarven gods are at least twice as large as normal dwarves, ranging up to Moradin’s 20’ height. Though some human reviewers have said this is an indicator of an inferiority complex dwarves have about their height, this claim is patently ridiculous. More likely it reflects the dwarves’ own sense of self-importance (perhaps a little exaggerated, from the human viewpoint). Dwarves refuse to see themselves as a “minor race,” and indeed, there is much to support the view that the dwarves are one of the most powerful of all races (perhaps second only to humanity). Lesser dwarven gods are generally shorter than the greater gods; demigods are roughly normal dwarven height, and no dwarven deity is taller than Moradin, the Soul Forger.

Another interesting aspect of dwarven religion is that the holy symbols used are invariably not living objects; tools, weapons, mountains, minerals, and so forth. This derives in large part from some of the teachings of Moradin, who ruled that the dwarves must hold no other race above them; having an animal as a symbol would then be a way of saying that animal was better than the dwarves. Likewise, Moradin said that the dwarves should not ever worship each other, so no dwarf or part of one is used as a holy symbol. Dwarves should take pride in their accomplishments, and respect the earth from which they originally came; thus tools, weapons, and similar items were developed and used as religious symbols. Six of the most commonly accepted dwarven deities are described in this text. There are many dwarven gods and demigods, some of which may be connected with certain planes or areas all their own. Every clan of dwarves has a pantheon that will vary from every other clan’s pantheon (leaving Dungeon Masters quite free to develop their own pantheons and not worry about anyone else’s). Some final notes about dwarven gods in general: Most of the lesser deities and demigods of the dwarves are connected with the spheres of fighting and warfare, guardianship, the earth, metals, craftsmanship, volcanoes and earthquakes, fire and lava, the protection of the dead, medicine, and strength. There are very few or no deities known in dwarven pantheons governing the sea, the air and atmospheric phenomena (rain, clouds, stars, etc.), plant life and forests, comedy, animals, and chaos.

Dwarves on rare occasions worship deities from other pantheons. In particular, Gölthin (of the Celtic mythos) and Hephaestus (of the Greek) draw much favorable attention from dwarves, because they represent powers of smith-work and the earth.

Moradin is the head of a fairly large pantheon of dwarven deities. (The exact members of this pantheon vary from clan to clan.) It is said that Moradin created the race of dwarves from iron and mithral, forging them in the fires at the center of the world. The dwarves’ souls entered their bodies when Moradin blew on his creations to cool them.

Moradin’s symbol and weapon is a huge glowing hammer. It is a +5 weapon and strikes for 4d10 points of damage. It cannot be used by any save the god himself, as it disappears from others’ hands and returns to its owner. He wears magical armor and shield of his own making. This equipment cannot be removed from his body by any save Moradin.

The center of a shrine to Moradin is always the great ever-burning hearth and forge. Sacrifices, be they of common or precious metal, are melted down at the forge and reformed into shapes useable by the clergy of Moradin.

Abbatthor “Great Master of Greed

Greater god
ARMOR CLASS: 28
MOVE: 60’ (12’)
HITPOINTS: 500
ATTACK BONUSES: +30/+22/+20
DAMAGE/ATTACK: 2d12+16 (dagger)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: -10
SIZE: Large (8’)
ALIGNMENT: Neutral Evil
WORSHIPPER’S ALIGN: Evil (dwarves)
SYMBOL: Jeweled dagger
PLANE: Hades
CLERIC: Nil
FIGHTER: 14th level fighter
MAGIC-USER: 17th level illusionist
MONK: Nil
THIEF: 20th level thief/15th level assassin

At times, Abbathor has been the ally of the other dwarven gods, but his treachery and lust for treasure make him a dangerous associate. He will never help any non-dwarven deity or creature. He cannot be trusted to do anything but evil, unless it suits his own purposes to give assistance.

Abbatthor was not always as devoted to evil as he is now. Originally, his sphere of influence concerned the appreciation of valuable gems and metals, not necessarily at the expense of others. He became embittered when Moradin appointed Dumathoin as the protector of the mountain dwarves instead of him, and from that day forward has become ever more devious and self-serving in his endeavors, in a continual effort to wreak revenge on the other gods by establishing greed - especially evil greed - as the driving force in dwarves’ lives. His home caverns are said to be made of purest gold, which may be a fact or may be a legend born of his reputation for hoarding that which is precious.

Abbatthor's greed manifests itself frequently in his actions. Should he set eyes upon any magical item, or on treasure worth more than 1,000 gp, he will attempt to steal it outright or slay the owner and...
then take it (50% chance of either specific occurrence). Abbathor wears leather armor and furs, made from the skins of beings and creatures who have opposed him in the past. He uses a dagger +5 with a diamond blade and jewels set into the hilt. The dagger does a base of 2-24 points of damage, and can detect the presence of precious metals (type and amount) in a 10' radius. Anyone but Abbathor who grasps this weapon will suffer the loss of one experience level at once, and will lose another level in each round the dagger continues to be held. Abbathor also owns a shield that casts one cause blindness spell per round (save at -10) at any target (one at a time) within 3' range. Abbathor maintains an uneasy truce with Vergadain (see below), with whom he sometimes roams the Prime Material Plane in search of more treasure. If frustrated when attempting to steal an item, Abbathor will try to destroy the item, so as to not to be tortured by the memory of his failure.

**BERRONAR** “Mother of Safety, Truth, and Home”
Greater goddess
ARMOR CLASS: 28
MOVE: 60’ (12”)’
HIT POINTS: 550
ATTACK BONUSES: +25/+17
DAMAGE/ATTACK: 6d6+16 (footman’s mace)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: -16
SIZE: Large (18’)
ALIGNMENT: Lawful good
WORSHIPPER’S ALIGN: Lawful good (dwarves)
SYMBOL: Two silver rings
PLANE: Seven Heavens
CLERIC: 15th level cleric/12th level druid
FIGHTER: 15th level paladin
MAGIC-USER: 16th level magic-user
MONK: Nil
THIEF: Nil

The greatest of all dwarven goddesses is usually held to be Berronar, who lives with Moradin in the Seven Heavens at the Soul Forge beneath the mountains. Berronar is seen as the patroness of marriage and love (but not necessarily romance). Her name is often invoked in small home rituals, for protection from thieves and duplicity. But Berronar is not a passive homebody; her efforts to preserve and protect dwarven culture and civilization have spanned many universes, and dwarves of both sexes revere her name.

Berronar appears to be a huge dwarf wearing +5 chainmail of bright silver. Her brown beard is braided into four rows. If a braid is cut off, it will regrow in a single day, and at the end of that day the lock of hair which was cut off will turn to gold (worth 10,000 to 40,000 gold pieces). She sometimes gives locks of her hair to dwarven women who live with Moradin in the Seven Heavens at the Soul Forge. Any lock of hair which was cut off will turn to gold (worth 10,000 to 40,000 gold pieces). At the end of that day the lock of hair will regrow in a single day, and at the end of that day the lock of hair which was cut off will turn to gold (worth 10,000 to 40,000 gold pieces).

Berronar wields a +5 mace of gold and steel that will slay evil thieves and all assassins on contact (charisma save at -10). She wears two silver rings of great power; one prevents anyone from knowingly telling a falsehood within 50’ of her, and the other prevents the use of allthieving abilities by any mortals within the same area, unless they make a wisdom save versus divine magic at -20 in every round an attempt is made to use the skill. Abbathor maintains an uneasy truce with Vergadain (see below), with whom he sometimes roams the Prime Material Plane in search of more treasure. If frustrated when attempting to steal an item, Abbathor will try to destroy the item, so as to not to be tortured by the memory of his failure.

**CLANGEDDIN** “The Father of Battle”
Greater god
ARMOR CLASS: 28
MOVE: 60’ (12”)’
HIT POINTS: 575
ATTACK BONUSES: +31/+31/+23/+15
DAMAGE/ATTACK: 3d12+14 (battle axe)
SPECIAL ATTACKS: Double damage versus giants
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: -10
SIZE: Large (17’)
ALIGNMENT: Lawful neutral
WORSHIPPER’S ALIGN: All alignments, especially warriors (dwarves)
SYMBOL: Two crossed battle axes
PLANE: Arcadia
CLERIC: 6th level bard/12th level druid
FIGHTER: 17th level ranger
MAGIC-USER: 10th level magic-user
MONK: Nil
THIEF: Nil

Bald and silver-bearded, Clanggedin lives in a vast mountain fortress manned by the souls of the finest dwarven warriors. He taught the dwarves many special methods of combating giant-types, and passed his knowledge and skills on to the gnomish gods as well.

In the many tales and legends about his deeds, the dwarves portray Clanggedin as a fierce and resolute warrior who never backs down from danger and who refuses to surrender even when all seems lost, many times winning a victory by only the barest of margins. Clanggedin’s most hated enemies are Grolantor (the hill giant god) and the followers of that deity. Giant-type creatures attack Clanggedin at a -4 penalty “to hit,” the same as for mortal dwarves.
In the heat of battle Clangeddin is fond of singing, with the intent of both unnerving his opponents and increasing his followers' morale. Clangeddin can wield a mithral battle axe +4 in each hand. He can throw these special axes with either hand up to 100 yards and both will do damage to whatever they hit as if he had struck the target by hand (with all appropriate bonuses to hit and hit damage). His armor is steel chainmail +5. Although Clangeddin has magical spell ability, he will usually only use such powers to indirectly affect the course of events. Not unless his existence on the Prime Material Plane is at stake will Clangeddin resort to the use of magical spells or spell devices in a close-combat situation.

**DUMATHOIN** "Keeper of Secrets under the Mountain"

Greater god

**ARMOR CLASS:** 26

**MOVE:** 45' (9') or 15' (3') burrowing

**HIT POINTS:** 550

**ATTACK BONUSES:** +27/+20/+19

**DAMAGE/ATTACK:** 10d4+22 (warhammer)

**SPECIAL ATTACKS:** Summon elementals

**SPECIAL DEFENSES:** +3 or better weapon to hit

**MAGIC RESISTANCE:** -14

**SIZE:** Large (18')

**ALIGNMENT:** Neutral

**WORSHIPPER'S ALIGN:** All alignments (dwarves)

**SYMBOL:** Gem inside a mountain

**PLANE:** Concordant Opposition

**CLERIC:** 15th level cleric/15th level druid

**RANGER:** 10th level fighter

**MAGIC-USER:** See below/14th level illusionist

**MONK:** Nil

**THIEF:** 12th level thief


Dumathoin is said to hide the secrets of the earth until they are ready to be uncovered by the diligent and the deserving. He is the protector of the mountain dwarves, the keeper of all metals. He lays veins of iron, copper, gold, silver, and mithral where he feels they will do the most benefit to his followers when found. Dumathoin has never been known to speak, instead keeping his wisdom to himself (though he may send subtle clues to keen observers on the nature of the world).

When Moradin named him protector of the mountain dwarves, Dumathoin created a "paradise" for the mountain dwarves to enjoy. He was angered at first when the dwarves started to "destroy" the mountains he had provided for them, but his anger turned to pleasure when he saw the finely crafted metal items the dwarves produced from the ore they had mined. His enemies are those (dwarven or otherwise) who plunder the earth's riches and take them away for unfair or selfish purposes. He does not object to tunneling, mining, or the keeping of treasures underground, however. Miners see him as their patron, and often carry a small diamond or gemstone in their pockets (10 gp value) to attract the favor of the god.

Dumathoin appears to be a gigantic dwarven figure with hair and beard of gray stone, earth-brown skin, and eyes of silver fire. He owns a great two-handed mattock +5 of solidified magma. Once per day, he may summon 3-18 earth elementals (16 hit dice each) at will instantly; they will fight for him to the death. Dumathoin may also use all metal-, earth-, or stone-related magic-user spells at the 30th level of ability, but cannot use any other magic-user spells.

Unlike most other dwarven deities, Dumathoin maintains friendly relations with nondwarven deities, though only a few. One of his closest allies is Hephaestus, whom he supplies with adamantite ore, and Grome, the lord of the earth elementals, who supplies him with elementals at a moment's notice.

Other gods of metalcraft and the earth sometimes do business with Dumathoin and his representatives for metals and ores as well. For these reasons, clerics of this god are sometimes involved in business ventures in the selling of metals and similar materials.

**VERGADAIN**

Greater god

**ARMOR CLASS:** 30

**MOVE:** 90' (18')

**HIT POINTS:** 525

**ATTACK BONUSES:** +23/+15

**DAMAGE/ATTACK:** 3d10+11 (shortsword)

**SPECIAL ATTACKS:** Nil

**SPECIAL DEFENSES:** Automatically detects all traps

**MAGIC RESISTANCE:** -14

**SIZE:** Large (10')

**ALIGNMENT:** Neutral (tends towards chaotic neutral)

**WORSHIPPER'S ALIGN:** All neutral alignments, especially merchants and thieves (dwarves)

**SYMBOL:** Gold piece

**PLANE:** Concordant Opposition

**CLERIC:** 5th level bard/12th level druid

**RANGER:** 12th level ranger

**MAGIC-USER:** Nil

**MONK:** Nil

**THIEF:** 18th level thief


The patron god of dwarven merchants and most non-evil dwarven thieves is the scheming Vergadain, god of wealth and luck. He is said to be a great poet as well, and may dispense clues to his worshipers on the locations of great treasures. These clues are usually hidden in a verse or rhyme of some sort. His bard-like talents also give him the ability to carefully evaluate treasures as to their true nature and worth.

Vergadain appears to be a huge dwarf wearing brown and yellow clothing. Underneath his suit is a set of golden chain shirt +5, and he wears a necklace that allows him to change his height at will. He is said to be a great poet as well, and may dispense clues to his worshipers on the locations of great treasures. These clues are usually hidden in a verse or rhyme of some sort. His bard-like talents also give him the ability to carefully evaluate treasures as to their true nature and worth.

Vergadain’s adventures concern the elaborate con games he has played on human, demihuman, humanoid, and giant victims in order to win their every belonging of any worth. He is not above using any sort of trick to accomplish his ends, and is eternally suspicious of potential adversaries who might try to trick him in return.

Followers of Vergadain are usually seen as suspicious characters; as a result, few dwarves will willingly admit that he is their deity. If a follower of this god denies to others that Vergadain is that person’s true deity, the god will not be offended (so long as the proper sacrifices are made).
THE GODS OF THE ELVES

The elven pantheon is primarily located on one of the planes of Olympus, in an area known as Arvandor, “The High Forest.” Here dwell a large number of elven deities, who collectively refer to themselves as the Seldarine, which roughly translates as “the fellowship of brothers and sisters of the wood.” The title also implies a wide diversity in capabilities and areas of interest, linked together by a desire for cooperation. Though many of the beings’ areas of influence overlap to some degree, there is no conflict between, them. Of all the Seldarine, only Corellon Larethian is a greater god. The Seldarine, almost without exception, are chaotic, neutral, and/or good in temperament. None are evil, and a very few (two or three at the most) are lawful. They act for the most part independently of one another, but are drawn together by love, curiosity, friendship, to combine their strengths to accomplish a task, or by outside threats. Corellon Larethian, the most powerful of them, reinforces this freedom of action and compels none of them to perform any task. Instead, they seem to sense when something needs doing, and automatically a few of them (if more than one is needed) get together and do it.

There are a number of interesting similarities among the elven deities and their religions. All the religions practice tolerance for other religious followings, including many of which was mentioned before, would be present.

The smaller elf-like beings, like leprechauns, pixies, and so forth, have found in any particular DM’s universe and other deities, the existence of which was mentioned before, would be present.

CORELLON LARETHIAN

Greater god
ARMOR CLASS: 28
MOVE: 75” (15”)
HITPOINTS: 525
ATTACK BONUSES: +25/+20/+15/+10 (longsword)
DAMAGE/ATTACK: 6d10+14 (longsword) or 3d10+7 (longbow)
SPECIAL ATTACKS: Bow never misses
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: -19
SIZE: Medium (7’)
ALIGNMENT: Chaotic good
WORSHIPPER’S ALIGN: Chaotic good (elves)
SYMBOL: Quarter Moon
PLANE: Olympus
CLERIC: 13th level cleric/15th level bard/13th level druid
FIGHTER: 20th level fighter
MAGIC-USER: 20th level magic-user/20th level illusionist
MONK: Nil
THIEF: Nil

Corellon Larethian represents the highest ideals of elvenkind: “He” is skilled in all the arts and crafts, and is the patron of music, poetry, and magic. Corellon is alternately male or female, both or neither. The gods are also mighty in battle, and is said to have personally banished such demons as Lolth from the sunlight Upperworld. Even lore states that the race of elves sprang from the drops of blood Corellon shed in this epic battle. Corellon Larethian uses a magical bow: arrows fired from it never miss their target and do 2d10 points of damage. “He” also has a +5 sword made from a star that strikes for 3d10 points of damage, and always detects which of the god’s opponents are the most dangerous. Other being who picks up the sword will be burned for 10d10 points of damage. Corellon’s clerics always wear a blue quarter moon talisman. The elves build no shrines, but always use natural geological formations or amphitheaters for places of worship.

AERDRIE FAENYA

Lesser goddess
ARMOR CLASS: 30
MOVE: 60” (12”) or 240” (48”) flying
HITPOINTS: 475
ATTACK BONUSES: +16/+11/+6 (quarterstaff) or see below
DAMAGE/ATTACK: 2d6+6 (quarterstaff) or 5d4 (wind gusts)
DAMAGE/ATTACK: Negate flight
SPECIAL DEFENSES: Immune to missile weapons
MAGIC RESISTANCE: -16
SIZE: Medium (6’)
ALIGNMENT: Chaotic good (tends towards neutrality)
WORSHIPPER’S ALIGN: See below
SYMBOL: Cloud with bird silhouette
PLANE: Olympus and Gladsheim
CLERIC: 10th level bard/14th level druid
FIGHTER: 10th level fighter
MAGIC-USER: See below
MONK: Nil
THIEF: Nil
S: 8 (-1) I: 24 (+9) W: 22 (+7) D: 24 (+9) C: 19 (+4) CH: 23 (+8)

The smaller elf-like beings, like leprechauns, pixies, and so forth, have their own deities (usually of demigod level) that tend to their needs. Depending on the general alignment of their followers, these demi-gods may be found on several different planes, but all are generally allied with the Seldarine.

Half-elves are allowed to worship any god in the Seldarine. They, as player characters, may also be allowed to become clerics or druids of these gods, as applicable. A fair number of half-elves honor Hanali Celanil, the goddess of romance and beauty, in honor of the love between their parents that brought them into the world, if such was the case.

The numerous other members of the Seldarine are gifted with varying degrees of control over the spheres of elvenkind, nature, magic, music, dancing and play, love, beauty, time, celestial phenomena, running water, weapon skills, craftsmanship, secrecy, comedy and joy, chaos, and mischief, among others. Few if any represent law, underground phenomena, violence without cause, warfare, and non-mammalian or non-avian life forms. One or two are concerned with death and dying, but they are peaceful, good-aligned deities and not dark or evil types that pervade the human pantheons. Even pantheons will vary widely from place to place, as different members of the Seldarine achieve local prominence or fade from memory.

Following are descriptions of five of the more powerful and widely accepted deities of the Seldarine. Since there are so many different elven gods, it is very possible that these specific deities might not be found in any particular DM’s universe and other deities, the existence of which was mentioned before, would be present.
Aerdrie appears to be a tall, elf-like woman with feathered hair and eyebrows from her back spring a pair of large, bird-like wings. Her feathers are of constantly changing color. The lower half of her body from the hips down vanishes into a misty whirlwind, so that she appears to never touch the ground. Aerdrie wanders the winds of the planes of Olympus and Gladsheim, in the company of a large number of winged creatures of many types. If aroused for battle, Aerdrie is able to cast two great blasts of wind per round, causing 5-20 points of damage each against any opponent within 50' (100') of her. She may also summon 2-12 air elementals (16 HD each) once per day, and may also summon 3-18 giant eagles or 1-2 roccs twice per day. These creatures will obey her unto death.

This goddess is able to use all magic-user spells involving air, weather, flight, electricity, and gas at the 25th level of ability, as often as desired, one spell per round. She has the power to negate at will the flying or levitating abilities of any creature within 60' of her.

Any elves of non-lawful and non-evil alignment may worship Aerdrie. Elves who desire certain weather conditions make the most frequent sacrifices to her, and her cult is also popular with elves who possess flying mounts (griffons, hippocriptis, pegasi, and so forth). It has also been known to happen that an elven character who has somehow fallen from a great height, should he or she call out Aerdrie's name aloud, has a small (2%) chance of receiving a feather fall spell just prior to striking the ground. However, those who receive this gracious benefit, coming directly from Aerdrie herself, will be both quested and geased (no saving throws allowed) within the next 2-7 days to perform a service for the goddess, fully commensurate with the character's general level of ability. Such tasks vary widely in nature, though all of them are said to be comparatively challenging and difficult. Elves receiving this benefit of a feather fall (and its consequences) need not be worshipers of Aerdrie, but should be of non-lawful and non-evil alignment.

**DEEP SASHELAS**

Lesser god

ARMOR CLASS: 26

MOVE: 60' (12") or 120' (24") swimming

HIT POINTS: 450

ATTACK BONUSES: +30/+22/+22

DAMAGE/ATTACK: 3d10+16 (trident)

SPECIAL ATTACKS: Double damage under water

SPECIAL DEFENSES: Magic Resistance (-20) under water

MAGIC RESISTANCE: Standard (out of water)

SIZE: Medium (7')

ALIGNMENT: Chaotic good

WORSHIPPER'S ALIGN: Chaotic good (aquatic elves) and sailors

SYMBOL: Dolphin

PLANE: Olympus

CLERIC: 10th level cleric/8th level druid

FIGHTER: 7th level ranger

MAGIC-USER: 8th level illusionist

MONK: Nil

THIEF: Nil


Deep Sashelas is the "Knowledgeable One," the being who always knows where food or the enemy can be found. He is the master of dolphins, and 20 of their strongest always follow him in the sea. Mortal sailors sacrifice to the god for their safety and aquatic elven clerics take these offerings and trade with other mortals for the gain of the entire race. Clerics of Sashelas time their religious ceremonies to coincide with especially high or low tides. The sea elves, like their friends the dolphins, are mortal enemies of sharks. Clerics will often conduct ritual shark hunts.

**EREVAN ILESERE**

Lesser god

ARMOR CLASS: 22

MOVE: 90' (18")

HIT POINTS: 425

ATTACK BONUSES: +20/+12

DAMAGE/ATTACK: 2d12+7

(Special weapon: +4 longsword)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: -17

SIZE: Small to Medium (see below)

ALIGNMENT: Chaotic neutral

WORSHIPPER'S ALIGN: All chaotic and thieves (elves)

SYMBOL: Nova star with asymmetrical rays

PLANE: Olympus

CLERIC: 10th level bard/8th level druid

FIGHTER: 7th level ranger

MAGIC-USER: 8th level illusionist

MONK: Nil

THIEF: 20th level thief

S: 19 (+4) I: 23 (+8) W: 16 (+2) D: 25 (+10) C: 20 (+5) CH: 24 (+9)

While his following is not as large as those of the other elven deities, Erevan still commands his share of attention from the elves, particularly those engaged in thieving. Erevan is a fickle, utterly unpredictable deity who can change his appearance at will. He enjoys causing trouble for his own sake, but his pranks are rarely either helpful or deadly. His favorite tactic is to change his height to any size between one inch and six feet. Regardless of how he appears at any given time, Erevan will always wear green somewhere upon his person. When he travels, Erevan carries a +4 longsword that knocks open all barriers, doors, and locks with but a touch. When he so desires, he may also summon up to twenty leprechauns, sprites, pixies, or other small, mischievous elf-like beings, each with maximum hit points, to help out in a given situation. Erevan will rarely fight another being directly, preferring to escape and possibly catch his opponent off guard at a later time. He can, however, cast the spells chaos and polymorph any object once per round at will. Prior to entering combat, it is very likely he will make extensive use of these spells to his own advantage. Followers of Erevan are usually quite unpredictable themselves, and are very independent. Many of them are thieves or have thieving as one of their multiple classes. There have been known to be elven cleric/thieves and cleric/illusionists among his worshipers.
Hanali Celanil is predominantly depicted as feminine, though on rare occasions it is said she has appeared as a male. Hanali influences the spheres of love and beauty, and is widely revered by many of the elves. She owns an immense crystal fountain and pool with which she keeps watch over her followers, as if using a crystal ball. When she bathes herself in the waters of the pool (called the “Evergold”), her charisma score is enhanced for one day; during that time she will receive a +15 reaction bonus and inspire awe in characters of up to 14th level. These bonuses, however, are only effective against elves and half-elves.

The goddess Aphrodite (as described in the D&D® Demigod’s™ book) is the only other being who shares the waters of Evergold with Hanali, and she can gain the same bonuses mentioned above against humans. Oriented as they are toward different races, these two goddesses rarely find themselves at odds with one another, their respective cults and followings, while rarely assisting one another, don’t object to each other’s presence.

Like Corellon Larethian, Labelas Enoreth variously appears as either male or female (and sometimes both or neither). Regardless of gender, Labelas always has silvery hair and misty gray eyes. This deity wears pale-colored robes of green, blue, white, and gray. At the creation of the elven races, Labelas blessed them with longevity, and pronounced that the passage of time would do little to alter their appearances, as it did to the other races. Labelas knows the future and past of every elf and all elven-related creatures.

Labelas Enoreth is acknowledged to be the master of time and aging by the elves. Once per round, should he fix his gaze upon any being within 60’ of him, he can place that being in temporal stasis (no saving throw) for as long as desired. At a touch, Labelas can place any being within 60’ of him, he can place that being in temporal stasis (no saving throw) for as long as desired. At a touch, Labelas can place any being within 60’ of him, he can place that being in temporal stasis (no saving throw) for as long as desired. At a touch, Labelas can place...
LOLTH “Queen of the Demonweb Pit”  
Lesser goddess  
ARMOR CLASS: 40 or 24 in drow form  
MOVE: 60' (12")/45' (9") climbing or 75' (15") in drow form  
HIT POINTS: 475  
ATTACK BONUSES: +22 or +16/+8 in drow form  
DAMAGE/ATTACK: 4d4+6 (bite) or 2d8+11 (shortsword) in drow form  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: -14  
SIZE: Large or medium (5') in drow form, see below  
ALIGNMENT: Chaotic evil  
WORSHIPPER’S ALIGN: Chaotic evil (drow)  
SYMBOL: Spider  
PLANE: Abyss  
CLERIC: 16th level cleric in drow form, see below  
FIGHTER: As a 16 hit die creature in spider form  
MAGIC-USER: 14th level magic-user in drow form, see below  
MONK: Nil  
THIEF: Nil  

S: 21 (+6); I: 21 (+6)  W: 16 (+2); D: 21 (+6); C: 21 (+6)  CH: 0 (-6) or 23 (+8) in drow form  
The demoness Lolth is a very powerful and feared demon Lord. She usually takes the form of a giant black widow spider when she is on the Prime Material Plane, and sometimes assumes this form on her own plane as well, but she also enjoys appearing as an exquisitely beautiful female dark elf (the statistics for this form listed to the right of those she has in her natural form). Little is known about her aims, and only the fact that the Drow worship of Lolth causes her to assume form on the earth permits compilation of any substantial information whatsoever.  

Lolth enjoys the company of spiders of all sorts-giant species while in her arachnid shape, those of normal, large and even huge species while in her humanoid form. She is able to converse with all kinds of spiders, and they understand and obey her unquestioningly. Although the Queen of Spiders has but 100 hit points, her high armor class prevents most damage, and she is able to heal herself at will, up to thrice/day. As Lolth enjoys moving about in one form or another, she will seldom be encountered in her lar upon the plane, unless worshipers have invoked her to some special shrine or temple. In the form of a giant spider, Lolth is able to cast web strands 30' long from her abdominal spinnerets which are equal to a web spell with the addition of 1-4 points of damage per round according to webbed victim’s chance to escape. In this form she can gate in a type I (45%), type II (35%), or type III (20%) demon (with 66% chance of success) and summon 9-16 large (20%), 7-12 huge (30%), 2-8 giant (40%) or 1-4 phase (10%) spiders once per day. Finally, she may use each of the following spells once per day: teleport without error, tongues and true seeing; with the following available twice per day: phase door, read magic, and shape change.  

In her humanoid shape, Lolth is a 16th level cleric/14th level magic-user with commensurate abilities. Weapons that are not magical do not affect Lolth, silver does her no harm (unless magicked to at least +1), and cold, electrical and gas attack forms cause only one-half damage. Acid, magic missiles (if her magic resistance fails her, of course) and poison affect the demoness normally. Lolth is especially susceptible to holy water, taking 4 points of damage from a splash and triple damage (6d4) from a direct hit. The demoness has both twilight vision and darkvision, which extends to a distance of 120'. Lolth has limited telepathic communication ability as do demons in general.  

RILLIFANE RALLITHIL “The Leaflord”  
Lesser god  
ARMOR CLASS: 24  
MOVE: 60' (12")  
HIT POINTS: 475  
ATTACK BONUSES: +31/+23  
DAMAGE/ATTACK: 2d10+8 (longbow); see below  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: +2 or better weapon to hit  
MAGIC RESISTANCE: -15  
SIZE: Large or medium (5'), see below  
ALIGNMENT: Chaotic good  
WORSHIPPER’S ALIGN: Chaotic good (wood and wild elves)  
SYMBOL: Oak tree  
PLANE: Olympus  
CLERIC: 12th level cleric/10th level bard/20th level druid  
FIGHTER: 15th level ranger  
MAGIC-USER: 12th level magic-user/12th level illusionist  
MONK: Nil  
THIEF: Nil  
S: 19 (+4); I: 23 (+8)  W: 19 (+4)  D: 25 (+10)  C: 21 (+6)  CH: 24 (+9)  

Rillifane is often likened by his clerics to a great oak tree, so huge that its roots mingle with the roots of every other plant in the world. On a more mundane level, Rillifane can appear on the Prime Material Plane as a green-skinned elf clad in bark armor and carrying a magic bow. Arrow shot from this bow by Rillifane slay their target (save at -10). Rillifane is primarily concerned that all creatures have the opportunity to act out their roles in nature without abusing them. Rillifane’s clerics are deadly enemies of those who hunt for sport and those who harp trees maliciously or unnecessarily. While the majority of wood elves and many wild elves worship Rillifane, many of those more neutral in alignment prefer to honor Skerrit the Forrester (see CENTAURS, Skerrit in DEITIES & DEMIGODS*). There is no friction between the two cults.
SOLONOR THELANDIRA
Lesser god
ARMOR CLASS: 24
MOVE: 60' (12")
HIT POINTS: 475
ATTACK BONUSES: +33/+25/+17
DAMAGE/ATTACK: 2d10+10 (longbow)
SPECIAL ATTACKS: Arrows of slaying
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: -17
SIZE: Medium (7')
ALIGNMENT: Chaotic good
WORSHIPPER'S ALIGN: All good and neutral hunters and warriors (elves)
SYMBOL: Silver arrow with green fletching
PLANE: Olympus
CLERIC: 8th level bard/12th level druid
FIGHTER: 17th level ranger
MAGIC-USER: 10th level magic-user/12th level illusionist
MONK: Nil
THIEF: 12th level thief

Clad in a great cloak of living leaves, Solonor strides through the forests in search of game and to seek out and destroy evil. His only weapon is a +5 longbow that has a range as far as the horizon. Solonor will not close to do battle with an enemy, but will track and pursue instead, firing arrows from a never-empty quiver. He cannot be surprised by any being within 240' (48") of him, due to the keenness of his senses. The favorite tactic of this deity, should he anticipate battling a particularly dangerous foe, is to physically touch that being and then retreat. Once by himself again, he can then manufacture a special arrow of slaying designed especially to kill that one opponent, should it strike home. This type of arrow can kill any intended target of up to (but not including) demigod status. Many demons, devils, and other monsters of the lower planes have felt the bite of these missiles; not even their magic resistance can protect them from certain death. It takes one day to make one of these arrows.

When traveling through forests, Solonor becomes automatically invisible (as in improved invisibility) and completely silent. He taught the first elves the art of hiding in and moving through natural foliage so as not to be detected.

Even hunters and fighters frequently worship Solonor Thelandira, and appeal to him for better catches of game. Worshipers who distinguish themselves in some very extraordinary fashion have a 2% chance of being given an arrow of slaying of the normal sort, designed to slay the type of creature that is the elf’s greatest enemy at that particular time. This gift can be received only once in an elf’s lifetime.
THE GODS OF THE GNOMEs

The demihuman pantheon with the fewest members is likely that of the gnomes. By most counts there are only six or seven deities governing the gnomish folk, though it is possible there are more in other universes. All gnomish gods, with the exception of Urdlen the Crawler, are ruled by Garl Glittergold. All but one of them live on one of the planes of the Twin Paradises in the area called the Golden Hills, where the souls of faithful gnomes go at death. The exception is, as before, Urdlen, who lives in the Abyss.

Gnomish deities are fully concerned with the fate of the gnomish race, and go adventuring quite often to support their causes and keep enemies from overwhelming the gnomes. Though all of the known gnomish deities are masculine, they are worshiped by male and female gnomes with equal reverence. They lack the "he-man" image one might imagine an all-male pantheon would possess, and are clever, sensible, and helpful. Urdlen is sexless (though still referred to as a "he") and shares none of these good qualities, but "his" few followers may still be male or female.

Gnomish gods nearly always have at least one companion, either a weapon, animal, or other deity that accompanies them on their missions. Garl has Arumdina, his intelligent battle axe; Baervan has his raccoon friend Chiktikka; Segojan is sometimes accompanied by an intelligent stone golem, and so forth. Urdlen, an exception again, has no friends. Because gnomes regard companions highly, it is inevitable that their pantheon reflects this trait. Gnomish deities usually only associate with the other gnomish deities, though they maintain a loose contact with a few dwarven gods at times.

Pranks and practical jokes are a major response of gnomish gods to their enemies. They often act indirectly against their enemies, but if the situation is serious enough they are fully able to take the offensive and fight directly in battle. Compared to other non-human deities, the gnomish pantheon is one of the most active and most involved with its worshipers.

GARL GLITTERGOLD

Greater god
ARMOR CLASS: 24
MOVE: 60’ (12")
HIT POINTS: 475
ATTACK BONUSES: +22/+17/+14
DAMAGE/ATTACK: 3d10+12 (battle axe)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: -5
SIZE: Small (4’)
ALIGNMENT: Lawful good
WORSHIPPER’S ALIGN: Lawful good (gnomes)
SYMBOL: Gold nugget
PLANE: Twin Paradises
CLERIC: 15th level cleric/8th level bard
FIGHTER: 10th level fighter
MAGIC-USER: 16th level illusionist
MONK: Nil
THIEF: 20th level thief

Garl appears as a handsome golden-skinned gnome with ever-changing gemstones for eyes. His mischievous exploits form the basis of an entire cycle of stories that are told and retold around the gnomish hearths in the hills. However, there is another side to Garl than that of the witty adventurer who collapsed the Kobold King’s cavern. When his people are threatened, Garl is a grim and determined war leader who out-thinks as well as out-fights his opponents. He wields Arumdina, an intelligent +5 mithral-steel battle axe that cuts stone as easily as it does enemies. Arumdina strikes for 3d10 points of damage and can heal Garl completely once per day. Garl’s clerics require gold (or other precious metals, if no gold is available) for sacrifices to the deity.
BAERVAN WILDWANDERER “The Forest Gnome”
Lesser god
ARMOR CLASS: 22
MOVE: 75” (15")
HITPOINTS: 425
ATTACK BONUSES: +18/+10
DAMAGE/ATTACK: 2d12+6 (spear)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +2 or better weapon to hit
MAGIC RESISTANCE: -4
SIZE: Small (4’)
ALIGNMENT: Neutral good
WORSHIPPER’S ALIGN: All good and neutral alignments (gnomes)
SYMBOL: Raccoon’s face
PLANE: Twin Paradises or Prime Material Plane
CLERIC: 12th level druid
FIGHTER: 8th level ranger
MAGIC-USER: 13th level illusionist
MONK: Nil
THIEF: 20th level thief

Garl Glittergold’s closest rival in the field of good-natured mischief is Baervan Wildwanderer, the forest gnome. While he lacks Garl’s finesse and dedication, Baervan is slightly better in the practice of his thieving skills. He dresses in clothes of wood-brown hues, and carries a spear +4 made from an ancient oak tree on the Twin Paradises called Whisperleaf. If this spear is destroyed, Baervan may make another from the wood of Whisperleaf in a single day. Only he may safely approach this tree; it will attack all others (treat as a treant of maximum size and hit points). Whisperleaf regenerates all wood ‘loss within an hour.

In battle Baervan may touch his special spear to any ordinary tree, automatically animating it for 5d4 turns as a treant of 12 hit dice. The tree/treant obeys all of Baervan’s orders and no one else’s for the duration of its animation. Baervan may do this as often as he likes, animating one tree per round.

Baervan has a traveling partner, a giant raccoon named Chiktikka Fastpaws, who is highly intelligent but prone to act before he thinks. Chiktikka is AC 18, moves at 75” per round, has 125 hit points, and has all the powers (including attacks) of a 12th level thief with an 18 dexterity. Chiktikka does 2d4 points of damage with each set of claws and bites for 2d6 points of damage. Many stories are told of the adventures his duo has shared, often started by Chiktikka’s humorous ability to get into trouble by “borrowing” something valuable, such as a minor artifact or some other item.

Though Baervan sometimes plays jokes on other creatures, it is hard not to like him. He tends to keep to himself, except for Chiktikka’s company, and is said to sometimes roam the forests of the Prime Material Plane. He is distinguished by his nut-brown skin and pale gray hair (and his raccoon friend). Should he chance to meet a worshiper of his who has performed some great deed in his name (DM’s option, about a 1% chance of encounter), he will give that gnome a minor magical item. Such a worshiper will meet Baervan only once in his or her lifetime.

Gnomish druids, fighters, rangers, fighter/thieves, ranger/thieves and thieves of a non-evil nature are often the followers of this god, and prefer living in the outdoors rather than in a city all the time.

FLANDAL STEELSKIN “The Forger”
Demigod
ARMOR CLASS: 20
MOVE: 30” (6’)
HITPOINTS: 350
ATTACK BONUSES: +24/+19/+16
DAMAGE/ATTACK: 3d8+12 (battle axe)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to heat and fire damage
MAGIC RESISTANCE: -2
SIZE: Small (4’)
ALIGNMENT: Neutral good
WORSHIPPER’S ALIGN: All workers of metal (gnomes)
SYMBOL: Flaming hammer
PLANE: Twin Paradises
CLERIC: 8th level cleric/8th level druid
FIGHTER: 10th level fighter
MAGIC-USER: 15th level magic-user
MONK: Nil
THIEF: Nil

Flandal was one of the strongest of gnomish deities, perhaps the most so. He is often found traveling with one or two of the other gnomish deities in search of new ores and veins of metal to use in his forges. It was Flandal who helped forge and enchant Arumdina, Garl Glittergold’s battle axe. As for himself, Flandal wields an axe-backed hammer made of yellow metal, named Rhondang. It is +5 to hit and can shoot a six-dice fireball as frequently as once per round, up to a total of ten times per day. Rhondang is able to converse naturally with all beings who use fire or dwell in fiery locations (red dragons, chimerae, fire elementals, etc.). This in no way means that Flandal is friendly toward those beings, however, though he will be prone to talk first before attacking. Rhondang does double damage to cold-using or cold-dwelling creatures.

Because he needs their services to help forge items, Flandal is likely to have 1-4 fire elementals (16 HD each) with him when he is encountered. The elementals are quite friendly toward him and obey him in all respects. When Flandal is not traveling, he will be found in his workshop on the Twin Paradises, planning or making a new magical weapon.

Flandal is obviously a popular god among the gnomish smiths; a large number of fighter/clerics follow his worship in some areas. It is said that some of his clerics have developed or been granted a new spell that enables their war hammers to burst into flame for a short time, giving additional bonuses to hit and damage, just as does a flame tongue long sword.
SEGOJAN EARTHCALLER

Lesser god

ARMOR CLASS: 22
MOVE: 45' (9"

HIT POINTS: 425

ATTACK BONUSES: +19/+11

DAMAGE/ATTACK: 3d10+9 (horseman's mace)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: -4

SIZE: Medium (4 1/2')

ALIGNMENT: Neutral good

WORSHIPPER'S ALIGN: All good and neutral alignments (gnomes)

SYMBOL: Large glowing gemstone

PLANE: Twin Paradises

CLERIC: 4th level bard/16th level druid

FIGHTER: 6th level fighter

MAGIC-USER: 16th level magic-user/16th level illusionist

MONK: Nil

THIEF: Nil


Segojan is the gnomish deity of the earth and nature, a friend to all living animals that move above and below the earth and one who speaks to the very rock itself. He is known to his worshipers as a gray-skinned gnome who wears armor made of grass and roots that acts as +4 leather armor. When he enters battle he carries a rod made of crystalline quartz that is +4 to hit and does 3-30 points of damage per hit. This rod will create a stone golem once a day that is of average intelligence and will obey Segojan's commands alone. The rod must be pressed against a mass of rock of sufficient size to form the golem. Segojan may also call up 2-8 earth elementals (16 HD each) once a day.

Though his primary nature of control is the earth and nature, Segojan is also seen in a lesser way as the gnomish god of magic. Many of his followers are illusionists who strive to improve their art for the betterment of gnomekind and for their art's sake as well. Gnomish miners and jewelers also revere this deity. The clerics of Segojan frequently cast light or continual light spells on large and well-cut gems for use as holy symbols, causing them to glow from within.

URDLEN "The Crawler Below"

Lesser god

ARMOR CLASS: 22
MOVE: 60' (12") or 30' (6") burrowing

HIT POINTS: 400

ATTACK BONUSES: +24/+19/+16

DAMAGE/ATTACK: 3d8+12 (claws)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: -6

SIZE: Large (8')

ALIGNMENT: Chaotic evil

WORSHIPPER'S ALIGN: All evil alignments (gnomes)

SYMBOL: White mole

PLANE: Abyss

CLERIC: 8th level cleric

FIGHTER: 10th level fighter

MAGIC-USER: 13th level illusionist

MONK: Nil

THIEF: 12th level assassin


Urdlen is the epitome of the evil impulse that rules some gnomes and is feared by the rest. He appears as a huge, dead-white, furless mole with claws of steel. It is said that Urdlen, a neutral and sexless being, lusts for precious metals, jewels, and the blood of any human, humanoid, or demihuman. No one can predict where he will strike next, or what his plans are to further the cause of evil among gnomekind.

Just as he can burrow into the earth of the Abyss, so he hopes evil will burrow into his followers' hearts and souls. He thrives on harmful trickery against the innocent and good.

Urdlen's form is distorted by a permanent blur spell that cannot be dispelled while he lives. His clerics have a 5% chance of successfully calling upon Urdlen when in danger and having him cast a blur spell upon them for protection; however, if the gnome cleric is slain anyway while the spell is still in effect, Urdlen will eat the gnome's soul when it reaches the Abyss. Urdlen's clerics may appease their deity by pouring the blood of a creature they've killed into the ground and burying it. Jewels and valuable metal goods are sacrificed to him by ruining them (breaking, tarnishing, melting) and then burying them. Clerics of this deity are continually at war with the rest of the gnomish deities and the clerics and followers thereof.

Gnomish assassins and evil thieves and fighters make up most of the worshipers of this awful deity. They generally share their lord's love for evil and deadly pranks directed against all creatures, even other gnomes. His followers often prefer to live underground, after the manner of Urdlen's chaotic tunnel home in the Abyss.
THE GODS OF THE HALFLINGS

The halfling pantheon is a small one, having one greater deity (Yondalla), and several lesser deities and demigods. Most communities of halflings worship only a few of them, four or five at most, and as with all religions residing in different areas may worship entirely different groups of deities. Yondalla is the top authority among the halfling gods, though it is said that her control over Brandobaris is minimal at times. Regardless of their orientation and spheres of influence, all the halfling deities are pledged to work together against the enemies of the halfling people.

Most members of the halfling pantheon reside on one of the planes of the Seven Heavens, in an area generally known as the Green Fields. Sheela Peryroyl and one or two other deities make their homes on the plane of Concordant Opposition, and Brandobaris roams the Prime Material Plane, but there are times when they too may be found in the Green Fields - just as the various Greek gods, regardless of where they may ordinarily reside, come to Olympus to meet.

It is interesting that the more powerful halfling deities tend to be females. By contrast, drakon gods tend to be males and even gods a combination of both genders. Halfling deities are not aggressive by and large, and are more taken up with home pursuits and protection than with fighting. Even the adventurous Brandobaris avoids combat if he can help it. Most halfling deities are concerned with spheres of security, sufficiency, the earth, youth, play and humor, good luck, law, peace, secrecy, love, and friendship; one deity may actually control two or more of these concerns, as is common in this pantheon. The halfling deities have no deities of evil nature, or ones representing war, suffering, fire and water, or death. Yondalla is usually invoked at funerals as a protector of the departed souls of halflings. Urogalan, who sometimes acts as a judge of and protector of the dead, is primarily an earth god.

The six deities listed herein are among the most commonly worshiped ones. Some halfling druids might worship deities from other pantheons as well but this is not common. Other deities may be developed as desired by individual Dungeon Masters, of course.

Despite the small physical size of the halfling deities, their innate powers are quite respectable, and many of them work closely with deities from other pantheons as well, just as mortal halflings tend to work closely with other humans and demihumans. Brandobaris is said to visit other thieves' deities, particularly Hermes; Sheela Peryroyl is on good terms with a number of Celtic deities; Yondalla and the other lawful good deities help and are helped by other lawful good deities, and so forth. Thus it may be safely asserted that the Halfling pantheon should not, despite its size, be looked down upon.

YONDALLA
Greater goddess
ARMOR CLASS: 24
MOVE: 60' (12")
HIT POINTS: 525
ATTACK BONUSES: +23/+17/+15
DAMAGE/ATTACK: 2d10+7 (shortsward)
SPECIAL ATTACKS: Withering, see below
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: -15
SIZE: Medium (4½')
ALIGNMENT: Lawful good
WORSHIPPER'S ALIGN: Lawful good (halflings)
SYMBOL: Shield
PLANE: Seven Heavens
CLERIC: 12th level cleric/12th level druid
FIGHTER: 10th level fighter
MAGIC-USER: 25th level illusionist
MONK: Nil
THIEF: 15th level thief


Yondalla has two aspects: the Provider and the Protector. As the Protector, Yondalla wards off evil influences and intrusions (thus her shield symbol), and gives halflings the strength and determination to defend themselves. In this aspect, Yondalla most often uses her illusionist powers to protect her worshipers. In combat, she wields Hombflake, a +5 defender shortsword.

Halflings set aside one day per week for worship of Yondalla (called "safeday"), a day which is most spent in rest and play.

ARVOREEN "The Defender"
Lesser god
ARMOR CLASS: 24
MOVE: 60' (12")
HIT POINTS: 450
ATTACK BONUSES: +23/+17/+15
DAMAGE/ATTACK: 2d10+12 (shortsword)
SPECIAL ATTACKS: Summon halfling heroes
SPECIAL DEFENSES: +2 or better weapon to hit; see below
MAGIC RESISTANCE: -13
SIZE: Medium (4½')
ALIGNMENT: Lawful good
WORSHIPPER'S ALIGN: All good and neutral warriors (halflings)
SYMBOL: Shortsward and shield
PLANE: Seven Heavens
CLERIC: 8th level cleric
FIGHTER: 12th level fighter/12th level ranger
MAGIC-USER: Nil
MONK: Nil
THIEF: 10th level thief


The closest thing the halflings have to a god of war is Arvoreen the Defender, the patron of halfling fighters. Arvoreen never attacks an opponent first, but the only first attack upon the deity (if it hits) will do only half damage, regardless of its power. The first magical attack upon him will be automatically reflected back upon the caster; thereafter, spells may be cast at him normally. For his part, Arvoreen can go invisible at will and attack unseen for the first 4-16 rounds of combat against any mortal, non-divine being. He uses a +4 shortsword that can shapechange into any other type of hand-to-hand weapon for combat that he desires. Once a day, Arvoreen may summon 10d4 halfling fighters (4th level), each armed with short swords and short bows; they are AC 16, 40 hp each, and will obey him implicitly.

Arvoreen, though quite powerful, is not a particularly aggressive deity. He will only engage in combat if he is attacked, though he does seek his enemies and actively confront them to get them to desist from their evil practices. He will not go very far out of his way to avoid combat if it occurs, however, and will fight to the finish.

Fighters, paladins, rangers, fighter/thieves and ranger/thieves comprise the majority of his worshipers; and those who multiclass as thieves will prefer to use their fighting skills over their thieving ones. While Arvoreen does not hold thieving to be necessarily dishonorable, he discourages the use of thieving skills unless employed against enemies to better the chances for physical combat later. (It would be permissible, for example, to steal enemies' weapons, or break into their camp to free prisoners or make guerilla raids, but it is not good to steal just to make yourself rich.) Arvoreen absolutely forbids stealing from other halflings or allied beings.

BRANDOBRAS "Master of Stealth"
Demigod
ARMOR CLASS: 26
MOVE: 60' (12")
HIT POINTS: 275
ATTACK BONUSES: +16/+8 (dagger) or +23/+15 (sling)
DAMAGE/ATTACK: 2d4+7 (dagger) or see below (sling)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: -12
SIZE: Small (3½')
ALIGNMENT: Neutral
WORSHIPPER’S ALIGN: All thieves and those who go adventuring (halflings)
SYMBOL: Halfling's footprint
PLANE: Prime Material
The adventures and misadventures of Brandobaris, Master of Stealth, are almost beyond counting. Most of these tales have the moral that it is better to not go running off into the wilderness on foolish dares; nonetheless, Brandobaris does come across as an appealing sort of rascal. He has much of the trickster in him; he is primarily a clever thief who fools his opponents into thinking him harmless, then steals them blind and escapes their wrath. No matter how awful a situation in which he finds himself (and he’s found some pretty awful ones); Brandobaris manages to find his way out again - and make a profit from the episode as well.

Brandobaris is so skilled at moving silently that he cannot be heard by any mortal being or god, should he desire to conceal his movements. He can also hide so well as to be completely invisible (detectable only with a true seeing spell or some magic item of similar power). Brandobaris goes on adventures to find some item he believes will make life more comfortable for him, though this does not always prove to work out as he’d planned.

Brandobaris carries a dagger +3 which he usually wields in combat (if he cannot avoid it). This dagger will magically point out the fastest and safest direction of escape from any maze or trap (making Brandobaris immune to maze spells when holding it). He also wields a +4 sling that hurls a ball of dust whenever it is used; the dust ball has a 100’ range and does not harm the victim it strikes. The victim will feel nothing, but must save versus arcane spells at -10 or fall deeply asleep for 6d6 turns.

The followers of Brandobaris, as might be expected, are mostly thieves, ranger/thieves and fighter/thieves. The more ardent followers are usually also the ones who take the greatest risks on adventures. An especially daring risk (one which places the halfling in considerable jeopardy) that pays off is looked upon favorably by Brandobaris.

He might reward the perpetrator of such a daring act - though he will do so only once in that halfling’s lifetime, so as not to encourage the mortal to be too foolhardy. There is a 5% chance that Brandobaris’s reward will be given to any halfling of 10th level or lower, raising the follower one level in ability. Because Brandobaris wanders the Prime Material Plane, there is a 1% chance per level that a halfling thief of 11th level or higher will actually meet Brandobaris, in the guise of another halfling thief, and be invited by the demigod to go on a thrilling adventure. Other thieves may come along on the adventure, but if they do not worship Brandobaris they might find some of their valuables missing when the adventure is over. Brandobaris will reveal his identity only after the adventure is over, and only to his followers. The adventures Brandobaris goes on, as stated before, can be exceptionally challenging and dangerous, but hold the promise of great reward for the fast, the clever, and the quiet!

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### C Y M R O L L A L E E  "The Faithful"

Lesser goddess

**ARMOR CLASS:** Nil

**MOVE:** 60’ (12")

**HIT POINTS:** 400

**ATTACK BONUSES:** +16/+8 (quarterstaff) or see below

**DAMAGE/ATTACK:** 2d8+6 (quarterstaff) or see below

**SPECIAL ATTACKS:** Nil

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**SIZE:** Small (4')

**ALIGNMENT:** Lawful good

**WORSHIPER’S ALIGN:** All good alignments (halflings)

**SYMBOL:** Open door

**PLANE:** Seven Heavens

**CLERIC:** 10th level bard

**FIGHTER:** 10th level paladin

**MAGIC-USER:** 8th level magic-user/8th level illusionist

**MONK:** Nil

**THIEF:** Nil

**S: 17 (+2) I: 23 (+8) W: 24 (+9) D: 24 (+9) C: 23 (+8) CH: 22 (+7)**
SHEELA PERYROYL “The Wise”
Lesser goddess
ARMOR CLASS: 20
MOVE: 45' (9’)
HIT POINTS: 450
ATTACK BONUSES: +16/+8
DAMAGE/ATTACK: 2d8+6 (quarterstaff)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to all weapons with wood in them, +2 or better weapon to hit
MAGIC RESISTANCE: -18
SIZE: Small (4’)
ALIGNMENT: Neutral
WORSHIPPER’S ALIGN: All alignments (halflings)
SYMBOL: Daisy
PLANE: Concordant Opposition
CLERIC: 10th level bard/20th level druid
FIGHTER: 7th level ranger
MAGIC-USER: 14th level magic-user
MONK: Nil
THIEF: Nil

Sheela Peryroyl, known as Sheela the Wise, is the halfling deity of agriculture, nature, and weather. Her appearance is that of a halfling female dressed in wildflowers. It is said that when she sings, she causes fields to grow, trees to bud, and seeds to sprout. Sheela brings good weather to her favored worshipers, but can easily send drought or floods to those who worship her poorly. The followers of Sheela Peryroyl often wear a small flower in their honor, and strive to work in harmony with nature and the earth.

Two major celebrations are held yearly in this deity’s religion, aside from the regular monthly services. One comes at the time of planting the first crops of the year (called The Seeding, New Spring, and other titles, depending on the region), and the other at harvesting time (High Harvest, The Reaping, etc.). Community-wide revelry is common at these celebrations starting in the evening when the day’s work has been finished and continuing late into the night. The length of these festivals varies from area to area, averaging about 10 days.

There is a 1% chance that a halfling who makes a great quest or sacrifice in the name of Sheela Peryroyl will be granted the power to cast an entangle spell once (at the 6th level of ability) at an enemy. The granting of this power does not depend on the halfling’s alignment or class, except that true neutral halflings will be able to cast the entangle spell at 12th level of ability. This power may be granted several times to a halfling in the mortal’s lifetime, but the quests or sacrifices made to gain it will become harder and more costly as time goes on.

Only one such entangle spell may be had at any one time. Sheela Peryroyl, should she need to, can create a special type of staff (like a shillelagh) in one segment from a blade of grass or a twig. This weapon will be +4 to hit and do 2-16 points of damage. She can also cast the spell entangle once per round as often as she likes. Additionally, each successive entangle cast after the first one will inflict 1-4 points of damage on all creatures trapped therein from constriction and abrasion. (There is no saving throw for this, and it makes no difference if victims are able to move or not.) The use of entangle spells is her favored method of attack and defense.

UROGALAN “He Who Must Be”
Lesser god
ARMOR CLASS: 20
MOVE: 45' (9’) or IS’ (3”) burrowing
HIT POINTS: 450
ATTACK BONUSES: +21/+16/+13
DAMAGE/ATTACK: 2d10+11 (horseman’s flail)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: -18
SIZE: Small (4’)
ALIGNMENT: Lawful neutral
WORSHIPPER’S ALIGN: All alignments, particularly genealogists, grave diggers, judges (halflings)
SYMBOL: Silhouette of a dog’s head
PLANE: Seven Heavens
CLERIC: 15th level cleric/15th level druid
FIGHTER: 8th level fighter
MAGIC-USER: 10th level magic-user
MONK: Nil
THIEF: Nil

Urogalan protects the souls of the halfling dead and acts as Yondalla’s advisor and divine judge. Sages claim that the Nurturing Matrarch values his word over that of all others. Urogalan limits his interests in the material world to the space below the surface, an environment foreign to most halflings. Thus, Urogalan remains detached from his people, uncharacteristically morose and pensive for a halfling deity. Despite his outlook, halflings appreciate his role, and know that He Who Must Be will watch over their souls when it comes time for them to make the transition from this world to the embrace of Seven Heavens. If pressed into combat, Urogalan wields a +5 flail, Doomthresher that disrupts undead much like a mace of disruption.

Urogalan’s clerics preside over the interment of the dead and tend to halfling graves. Aside from the grim duties, they keep records, archive genealogies, and note the important deeds of those that have died. They are called upon to bless new constructions and dig sites, and it is tradition for a cleric of Urogalan to speak a prayer before the first meal eaten in a new building.

Urogalan’s clerics, known as grimwardens, pray for spells in the name of their deity foreign to most halflings. Thus, Urogalan remains detached from his people, uncharacteristically morose and pensive for a halfling deity. Despite his outlook, halflings appreciate his role, and know that He Who Must Be will watch over their souls when it comes time for them to make the transition from this world to the embrace of Seven Heavens. If pressed into combat, Urogalan wields a +5 flail, Doomthresher that disrupts undead much like a mace of disruption.

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THE GODS OF THE ORCS

This is the tale the shamans tell, in the camps of the orcs when the night is deep on the world and dawn is far away: In the beginning all the gods met and drew lots for the parts of the world in which their representative races would dwell. The human gods drew the lot that allowed humans to dwell where they pleased, in any environment. The elven gods drew the green forests, the dwarven deities drew the high mountains, the gnomish gods the roc&rsquo;s, sunlit hills, and the halfling gods picked the lot that gave them the fields and meadows. Then the assembled gods turned to the orcish gods and laughed loud and long. &ldquo;All the lots are taken!&rdquo; they said tauntingly. &ldquo;Where will your people dwell, One-Eye? There is no place left!&rdquo; There was silence upon the world then, as Gruumsh One-Eye lifted his great iron spear and stretched it over the world. The shaft blotted the sun over a great part of the lands as he spoke:

&ldquo;No! You lie! You have rigged the drawing of the lots, hoping to cheat me and my followers. But One-Eye never sleeps; One-Eye sees all. There is a place for orcs to dwell . . . here!&rdquo; he bellowed, and his spear pierced the mountains, opening mighty rifts and chasms. &ldquo;And here!&rdquo; and the spearhead split the hills and made them shake and covered them in dust. &ldquo;And here!&rdquo; and the black spear gouged the meadows, and made them bare.

&ldquo;There!&rdquo; roared He-Who-Watches triumphantly and his voice carried to the ends of the world. &ldquo;There is where the orcs shall dwell! There they will survive, and multiply and grow stronger; and a day will come when they cover the world, and they shall slay all of your collected peoples! Orcs shall inherit the world you sought to cheat me of!&rdquo;

In this way, say the shamans, did the orcs come into the world, and thus did Gruumsh predict the coming time when orcs will rule alone. This is why orcs make war, ceaseless and endless; war for the wrath of Gruumsh.

The shamans tell other tales, too, that shed light on why things are as they are in the world. Shamans tell of the battle between Corellon Larethian (the chief elven god) and Gruumsh, in which Corellon tried to shoot out Gruumsh&rsquo;s eye (sacrilege!) with his bow, but failed of course. It is not considered important that Gruumsh started the fight by trying to paralyze the elven god with his spear; the shamans say Corellon deserved it for not being properly deferential. Because of this battle, orcs of all sects and cults hate elves more than all other non-orc races.

The shamans&rsquo; tales of the battle between the dwarven gods and the orcish gods for ownership of the mountains would weary the most ardent listener. The orcs are drawn to the mountains by their brutal majesty and stark barrenness, while dwarves love mountains for their isolation and beauty, and for the ores that lie beneath them.

Many have also heard of the eternal battles on the plains of the Nine Hells between the goblins and orcs, each side led by their respective gods. No matter how much noise the orcs of this world make about joining their forces with the other humanoids, all orcs are aware that there will be room for one race in the end . . . and it will not be the goblins, the ogres, or any of the rest.

The division of orcs into separate tribes (Evil Eye, Death Moon, Broken Bone, etc.) is usually made along cult lines. The tribal symbol is the holy symbol of the orcish god the tribe holds as its patron.

There are a large number of orcish gods, representing such spheres of interests as strength, swordsmanship, military power, the night, death, fertility, hunting, and so forth. Each of them is part of a rigid chain of command with Gruumsh at the top. The relative positions of the gods in the hierarchy varies depending on the shaman doing the telling, as they all seek to emphasize the power and glory of their own deity, sometimes almost to the exclusion of mention of Gruumsh. Warfare between tribes is actually encouraged to some extent by the orcish gods, who believe that this is the best way of eliminating the unfit and weak, and promoting the survival and growth of the strong.

No attention is paid to the thought that it might also waste the best fighters&rsquo; talents, which might have been better directed against non-orc foes.

Following are descriptions of six of the most powerful orcish gods, including Gruumsh.
**GRUUMSH**  
"He-Who-Watches"  
Greater god  
ARMOR CLASS: 26  
MOVE: 60' (12")  
HIT POINTS: 525  
ATTACK BONUSES: +33/+25/+25/+17  
DAMAGE/ATTACK: 3d10+18 (spear)  
SPECIAL ATTACKS: Paralysis  
SPECIAL DEFENSES: +3 or better weapon to hit  
MAGIC RESISTANCE: -15  
SIZE: Large (10')  
ALIGNMENT: Lawful evil  
WORSHIPPER'S ALIGN: Lawful evil (orcs)  
SYMBOL: Unwinking eye  
PLANE: Nine Hells  
CLERIC: 15th level cleric  
FIGHTER: 16th level fighter  
MAGIC-USER: 6th level magic-user  
MONK: Nil  
THIEF: 8th level assassin  
S: 25 (+10)  I: 19 (+4)  W: 18 (+3)  D: 23 (+8)  C: 24 (+9)  CH: 17 (+2)

The orcs have many gods, but their leader is Gruumsh. His name is never spoken by non-shaman (cleric) orcs, who refer to him as He-Who-Watches or He-Who-Never-Sleeps. Gruumsh's symbol is a great unwinking eye, which represents the belief that Gruumsh watches every orc and judges him fit or unfit. Gruumsh has but one large eye in the center of his forehead. He appears as a huge orcish humanoid wearing gleaming black plate mail, holding a flaming torch in one hand and a great iron spear in the other. This spear is a +5 weapon that strikes for 3d10 points damage plus paralysis (save at -10) for 1d4+1 minutes.

The orcs say that Gruumsh commands a mighty army of spirit orcs in hell, and these war continuously with a similar army of spirit goblins controlled by Maglubiyet. The orcs always defeat the goblins, but the goblin spirits always reform to start the battle again.

To become a cleric of Gruumsh an orc must pluck out his own left eye. The proper worship of Gruumsh requires blood in large quantities, preferably blood from a human or demi-human race (elves are best of all).

**BAHGTRU**  
Lesser god  
ARMOR CLASS: 18  
MOVE: 45' (9")  
HIT POINTS: 500  
ATTACK BONUSES: +26/+18  
DAMAGE/ATTACK: 10d6+10 (pummel)  
SPECIAL ATTACKS: Grapple  
SPECIAL DEFENSES: +2 or better weapon to hit; see below  
MAGIC RESISTANCE: -7  
SIZE: Large (16')  
ALIGNMENT: Lawful evil  
WORSHIPPER’S ALIGN: Lawful evil warriors (orcs)  
SYMBOL: Broken thigh bone  
PLANES: Nine Hells  
CLERIC: Nil  
FIGHTER: As 16 hit die creature  
MAGIC-USER: Nil  
MONK: Nil  
THIEF: 6th level assassin  
S: 25 (+10)  I: 6 (-1)  W: 6 (-1)  D: 18 (+3)  C: 25 (+10)  CH: 13 (+1)

Bahgtru is the son of Gruumsh and Luthic the Cave Mother. Though he is scorned and derided for his stupidity and lack of self-will, no one says ill of his awesome might. Other orcish gods call upon him for assistance; he is obedient, though his incredible strength always exceeds the expectations of others, and he may accidentally (?) cause harm to those who command his services, especially if they fail to give him some respect.

It is said that Bahgtru once fought a tremendous reptilian monster from another world, and slew it barehanded by breaking all of its legs.

His symbol is derived from this epic battle. Since this, Bahgtru has never been known to use weapons or armor of any usual kind. He wears little other than a great pair of cesti, or gauntlets, studded with steel rivets, with which to beat his victims flat.

Bahgtru is a huge, incredibly muscular orc with dirty tan skin and dull green eyes; his tusks, protruding from either side of his mouth, are glistening white from gnawing on bones. His skin is so thick and tough that blunt weapons do only one point of damage to him before they bounce off. If Bahgtru attacks and hits with both attacks, he has grappled his opponent and will crush for 20d6+20 points per round thereafter, without having to make an attack roll, unless his target wins an opposed strength check.

Clerics of Bahgtru must have a minimum strength of 16 and must keep themselves physically fit. They cannot wear armor, but are proficient in the use of all weapons. Those clerics who lose their required strength lose their other powers as well, and will have their spirits crushed in Bahgtru’s fists in the afterlife. Stronger clerics of this cult may help weaker clerics along to the next plane, usually without the latter’s permission.

**ILNEVAL**  
Lesser god  
ARMOR CLASS: 25  
MOVE: 60' (12")  
HIT POINTS: 500  
ATTACK BONUSES: +32/+24/+24/+16  
DAMAGE/ATTACK: 6d6+16 (broadsword)  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: -11  
MAGIC RESISTANCE: -7  
SIZE: Large (9’)  
ALIGNMENT: Lawful evil  
WORSHIPPER’S ALIGN: Lawful evil warriors (orcs)  
SYMBOL: Blooded broadsword  
PLANES: Nine Hells  
CLERIC: 8th level cleric  
FIGHTER: 16th level fighter  
MAGIC-USER: Nil  
MONK: Nil  
THIEF: 14th level assassin  
S: 23 (+8)  I: 17 (+2)  W: 14 (+1)  D: 20 (+5)  C: 23 (+8)  CH: 16 (+2)

When Gruumsh does not have time to command his armies, he turns the job over to his chief lieutenant, Ilneval, the master of command and strategy (next to Gruumsh himself, of course). Ilneval is the symbol of the leader type, the one who plunges into battle with nothing but victory and destruction on his mind. It is hinted that Ilneval covets Gruumsh’s position as chief god of the orcs; he has been said to have deposed one or two other orcish gods, relegating them to lesser status, in his climb to power. Ilneval is more of “a captain’s god” than a god of the common orcish soldier; Gruumsh is preferred by chieftains and orcish kings, and Bahgtru by common warriors.

Though Gruumsh does not trust Ilneval, He-Who-Never-Sleeps has Bahgtru on his side, and this relieves some of his concerns.
Ilneval wears a suit of red iron chainmail and wields a +5 broadsword that slays all non-orcs it strikes (charisma save versus death at -10). He cannot be touched by missile weapons because of his armor's magical powers, and is immune to non-magical weapons as well. He appears to be a very war-wise and confident being; his face and arms are heavily scarred from the many battles he's fought, but the scars only increase his appeal to his orcish followers. The clerics of Ilneval use broadswords as weapons and are usually multi-classed cleric/fighters. Clerics of all sorts (orcs and half-orcs) wear red metallic armor, and are expected to be good military leaders as well as good clerics.

Shargaas the Night Lord lives in a tremendous cavern system below the fiery plain of one of the levels of Gehenna. It is said that his caves extend infinitely, and are darker than the blackest night. There no creature has sight but Shargaas himself and his orcish spirit servants. Shargaas, though blinded completely by light from the sun, can see perfectly well in darkness out to a range of a mile or more. He can also climb any surface, even perfectly smooth surfaces, without slipping.

In the days when he is said to have walked upon the earth, Shargaas could also hide himself and his followers so well that no mortal could detect his ambushes or lairs.

As might be expected, orcish bandits and half-orc thieves hold Shargaas as their patron, as do other regular orc tribes. Clerics of Shargaas are multi-classed (cleric/thieves or cleric/assassins). The major religious holidays in the worship of Shargaas are the times of the new moon, when the sky is dark and cloudy.
YURTRUS “The White Handed”

Lesser god

ARMOR CLASS: 20

MOVE: 30’ (6’)

HIT POINTS: 450

ATTACK BONUSES: +22/+17/+14

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: Disease

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: -15

SIZE: Large (12’)

ALIGNMENT: Neutral evil (lawful tendencies)

WORSHIPPER’S ALIGN: Assassins and those who worship or profit from death (orcs)

SYMBOL: White hand on a dark background

PLANE: Hades

CLERIC: 15th level cleric

FIGHTER: 13th level fighter

MAGIC-USER: See below/Nil

MONK: Nil

THIEF: 15th level assassin

S: 18 (+3)  I: 18 (+3)  W: 11 (+0)  D: 10 (+0)  C: 17 (+3)  CH: -4 (-10)

Yurtrus the White Handed is the terrifying orcish god of death and disease. He appears as a huge, vaguely orcish giant covered with peeling, rotting green flesh; his hands, however, appear completely normal except for being chalk-white in color. Yurtrus has no mouth and doesn’t communicate; the orcs have a way of saying “when White-Hands speaks” when they mean “never.”

Yurtrus is surrounded by a huge envelope of stinking gases out to 120’ (24’); any mortal beings within this radius are affected as follows:

Those up to and including 4 hit dice or levels as if struck by dust of sneezing and choking, those up to 8 hit dice or levels as if struck by a symbol of pain, and those of higher levels suffer a -2 “to hit” with no saving throw. All effects last while anyone stays within the cloud of gas.

Yurtrus, in addition to his clerical spells, uses all death-magic spells of 18th level magic-users (if the necromancer class presented within this volume is used in your game, consider Yurtrus to be an 18th level necromancer).

He may try to touch his victims instead of using his spells; any being he strikes loses 3d4 hit points and will catch be effected by 1-4 random diseases as well (use the cause disease table to determine the disease effects). The loss of hit points will be permanent unless recovered by a wish spell on a one-point-per-wish basis.

The clerics of Yurtrus wear pale white gloves made from the skins of non-orcish humanoids, humans, or demihumans, during their ceremonies.

They wear thin armor (equivalent to cloth) woven of the same materials. In combat they use maces with the weapon’s head made in the shape of a white fist. When plague or disease strikes a group of orcs, the clerics of Yurtrus appeal to him for an end to the illness with great sacrifices of prisoners and slaves.
### GODS OF THE DWARVES

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<tbody>
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<td>Moradin</td>
<td>creation, ruleship</td>
<td>silvered helm</td>
<td>crescent moon</td>
<td>monthly, melted metals</td>
</tr>
<tr>
<td>Abbathorn</td>
<td>teaching, greed</td>
<td>leather cap</td>
<td>solar eclipses</td>
<td>annually, blood &amp; gems</td>
</tr>
<tr>
<td>Berronar</td>
<td>safety, truth</td>
<td>silvered helm</td>
<td>new year's day</td>
<td>annually, silver</td>
</tr>
<tr>
<td>Clangedinn</td>
<td>war, valor</td>
<td>war helmet</td>
<td>before battle</td>
<td>before battle, weapons</td>
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<tr>
<td>Dumathion</td>
<td>secrets, earth</td>
<td>bare</td>
<td>new moon</td>
<td>monthly, gems &amp; jewels</td>
</tr>
<tr>
<td>Vergadin</td>
<td>suspicion, trickery</td>
<td>golden circlet</td>
<td>full moon</td>
<td>monthly, gold</td>
</tr>
</tbody>
</table>

None of these dwarven gods has a sacred animal. Moradin is worshipped at forges and great hearths, Clangedinn is worshipped on the battlefield, and the rest are worshipped in underground temples carved from natural rock. Only male dwarves may become clerics of the male dwarven deities, and females become clerics of Berronar.

### GODS OF THE ELVES

<table>
<thead>
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<tbody>
<tr>
<td>Corellon Larethian</td>
<td>magic, the arts, war</td>
<td>silvered circlent</td>
<td>quarter moon</td>
<td>monthly, beautiful objects</td>
</tr>
<tr>
<td>Aerdrie Faenyra</td>
<td>air, weather, birds</td>
<td>one feather</td>
<td>spring &amp; fall equinox</td>
<td>semiannually, beautiful feathery</td>
</tr>
<tr>
<td>Deep Sashelas</td>
<td>the sea, hunting</td>
<td>bare</td>
<td>full moon</td>
<td>monthly, precious objects</td>
</tr>
<tr>
<td>Erevan Ilesere</td>
<td>mischief, thievery</td>
<td>leather cap</td>
<td>eclipses</td>
<td>varies, stolen treasure</td>
</tr>
<tr>
<td>Haniai Celanil</td>
<td>love, beauty</td>
<td>bare</td>
<td>full moon</td>
<td>monthly, beautiful objects</td>
</tr>
<tr>
<td>Labelas Enoreth</td>
<td>longevity, time</td>
<td>bare</td>
<td>sunet</td>
<td>daily, prayers &amp; knowledge</td>
</tr>
<tr>
<td>Loth</td>
<td>spindles, malle</td>
<td>helm</td>
<td>new moon</td>
<td>monthly, enemies &amp; riches</td>
</tr>
<tr>
<td>Rilliane Ralathil</td>
<td>forests, treess</td>
<td>laurel wreath</td>
<td>equinoxe</td>
<td>quarterly, carved items</td>
</tr>
<tr>
<td>Solonor Thelandira</td>
<td>archery, hunting</td>
<td>green hood</td>
<td>full moon</td>
<td>monthly, hunting trophies</td>
</tr>
</tbody>
</table>

Animals associated with these deities are: Aerdrie, any bird; Deep Sashelas, dolphin, Loth, arachnids and Solonor, stag. None of the others has a sacred animal. Clerics of any of these deities (and of any of the other elven gods as well) may be either male or female. Places of worship vary, with Aerdrie's services being conducted on open hillsides, Halfling's by a fountain or spring, Labelas's in a small grove, and Solonor's in the deep forest. The only restriction on where Erevan can by worshiped is that one should never worship him in the same place twice. Corellon is worshipped in natural geological, Deep Sashelas in underwater coral temples, Rilliane in tree platform shrines and Loth in underground marble temples.

### GODS OF THE GNOMEs

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<tr>
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</thead>
<tbody>
<tr>
<td>Garl Glittergold</td>
<td>mischief, ruleship</td>
<td>helm</td>
<td>new moon</td>
<td>monthly, gold</td>
</tr>
<tr>
<td>Baerven Widwanderer</td>
<td>adventuring, mischief</td>
<td>green cap</td>
<td>spring</td>
<td>monthly, treasure items</td>
</tr>
<tr>
<td>Flandal Sheegojan</td>
<td>metalworking</td>
<td>steel helm</td>
<td>new year's day</td>
<td>annually, forged weapons</td>
</tr>
<tr>
<td>Segojan Earthchiller</td>
<td>earth, nature</td>
<td>fur cap</td>
<td>full moon</td>
<td>monthly, gemstones</td>
</tr>
<tr>
<td>Urdlen</td>
<td>cruelty, greed</td>
<td>bare</td>
<td>winter solstice</td>
<td>annually, blood &amp; jewels</td>
</tr>
</tbody>
</table>

Animals associated with these deities are: Baervan, ronco; Urdlen, white mole; Segojan, badger; Flandal, none. Worship services for Baervan are conducted in a forest clearing; for Urdlen, in an underground cavern; for Segojan and Garl, in a subterranean temples; and for Flandal, in an underground forge. Gnomish clerics are never druids, regardless of alignment. They tend to work through indirect channels to support the cause of gnomes, and will rarely bring their business into the open. They are not often found as community leaders or such, because of their supportive orientation. Gnomish clerics are all males, just as their deities are.

### GODS OF THE HALFLINGS

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</tr>
</thead>
<tbody>
<tr>
<td>Yondalla</td>
<td>fertility, protection</td>
<td>bare</td>
<td>5th day of the week</td>
<td>weekly, food offerings</td>
</tr>
<tr>
<td>Anvoreen</td>
<td>protection, bravery</td>
<td>helm</td>
<td>before battle</td>
<td>vares, silver weapons</td>
</tr>
<tr>
<td>Bradorban</td>
<td>mischief, thievery</td>
<td>feathered cap</td>
<td>new moon</td>
<td>monthly, stolen items</td>
</tr>
<tr>
<td>Cyrmollae</td>
<td>trust, friendship</td>
<td>bare</td>
<td>3rd day of the month</td>
<td>monthly, prayers</td>
</tr>
<tr>
<td>Sheela Peryroyl</td>
<td>plants, weather</td>
<td>bare</td>
<td>full moon</td>
<td>monthly, seeds</td>
</tr>
<tr>
<td>Urogalan</td>
<td>judgment, death</td>
<td>bare</td>
<td>last day of month</td>
<td>monthly, prayers</td>
</tr>
</tbody>
</table>

Animals associated with these deities are: Yondalla, dove; Sheela, butterfly; Anvoreen, war dog; Cyrmollae, squirrel; Bradorban, mouse; and Urogalan, dog. Worship services for Sheela must be conducted in an open field, and for Cyrmollae and Yondalla in the home. Services for Anvoreen and Bradorban may be conducted anywhere. Services for Urogalan are conducted at graveyards and temples. Halfling clerics and druids may be either male or female. They are frequently the leaders of their communities and have a lot of say-so in the town’s planned activities. Many also serve as judges and arbiters in various disputes, and strive to obtain justice and good (lawful good) or fairness and impartiality (neutral).

### GODS OF THE ORCS

<table>
<thead>
<tr>
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<th>Holy Days</th>
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<tbody>
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<td>Gruumsh</td>
<td>war, ruleship</td>
<td>helm</td>
<td>new moon</td>
<td>monthly, blood</td>
</tr>
<tr>
<td>Bahgthu</td>
<td>strength, fury</td>
<td>bare</td>
<td>battle days</td>
<td>before battle, bones of enemies</td>
</tr>
<tr>
<td>Ileneval</td>
<td>battle, warfare</td>
<td>red metal helm</td>
<td>battle days</td>
<td>after battle, blood &amp; weapons</td>
</tr>
<tr>
<td>Luthic</td>
<td>servitude, fertility</td>
<td>fur cap</td>
<td>midwinter's day</td>
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</tr>
<tr>
<td>Shargaas</td>
<td>night, thieves</td>
<td>leather cap</td>
<td>new moon</td>
<td>monthly, stolen items</td>
</tr>
<tr>
<td>Yurthus</td>
<td>death, plague</td>
<td>bare</td>
<td>full moon</td>
<td>monthly, sacrifices</td>
</tr>
</tbody>
</table>

Animals and creatures associated with these deities are: Gruumsh, giant rat; Bahgthu, ox; Shargaas, bat; Ileneval, none; Yurthus, skeleton; Luthic, cave bear. Services to honor Bahgthu must be conducted on a battlefield; for Yurthus, in an underground crypt; for Luthic and Gruumsh, in a temple within a cave; and for Shargaas and Ileneval, anywhere. Orcish clerics, shamans, and witch doctors occupy very important positions within their tribes, and are counted on to give advice to tribal chieftains on matters of warfare and inter-tribal relations. It is not uncommon for such clerics to inherit the position of chieftain themselves and govern the orcs of the tribe directly. In either case, they should have a retinue of guards equal to that of a major orcish chieftain or king.