DUNGEONS & DRAGONS®

Arsenic and old Spellbooks
The Elf

A Book by
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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazzetteer expansions, and in fan-made products, with a special mention of the works of Marco Dalmonte.

To play with this handbook you must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons and the Gazzetteer 03: the Principalities of Glantri.

SUMMARY

INTRODUCTION

This series of handbooks is studied so that each player may find all of the rules concerning his character in the same place, whenever he needs them. Each book of this series will present all of the options that a character of that class is allowed, from specializations, to career opportunities, with a particular attention to the setting where this campaign is set.

Elves, together with the magic-users, are the backbone of the Principalities of Glantri and, for many players, will be a very attractive choice of character, because they mix the skills of the fighter with weapons, with the spellcasting ability of the magic-user, allowing them to grow in both disciplines.

Elves are a proud race and their connection to Nature runs much deeper than one may think.

THE ELVES IN
THE PRINCIPALITIES OF GLANTRI

Elves were among the first to colonize the valleys where the Principalities of Glantri are now. They felt the hidden magic of this land long before most of the men did, and they fought for the Principalities against all sorts of invaders. Even if now the elven race in the Principalities is split between two big clans, and their rivalry is undermining their influence, elves still remain among the most important Arcanes in the land, and their culture deeply influenced the humans, in big cities and small villages alike.

Elves tend to live in isolated communities, in lands full of woods and a wild nature. However, in the Principalities, it's not uncommon at all to see many elves living in the cities of the men.

The division between the two elven clans is now an old wound, but it still hurts, because due to the division, different factions emerged that carry on the fight for supremacy. In this unstable and delicate balance, elves and humans live together as equals, sharing their interest for knowledge and magic.

ABOUT THIS HANDBOOK

This handbook describes the class of the Elf, its main features and its possible developments in the Principalities. After an introduction about magic, which is very important for any Arcane character in this setting, the first chapter will be describing the Character class itself and its two possible specializations, ending in a short description of its powers and skills. After that, a long chapter will describe all of the spells availabe for this class, including the exclusive elven magic. At the end of the book, there will be some ideas for developing the Elf in this setting and the description of some of the many possible careers they may pursue in the Principalities.

EXPERIENCE AND LEVEL UP

When the Gazzetteer of the Principalities of Glantri was first published many years ago, rules for personalized Experience points for Magic-Users were introduced to balance the otherwise too fast growth of Arcanes who would indulge in Magic Research. Those rules have in these handbooks been expanded to suit each Class, so that every character gets extra experience when using his class skills for the group, and may also help players to play their character better.

Level up rules are somehow inspired to the same Gazzetteer as well. In the Great School of Magic it is described how a student needs to research a new spell as an exam to get to the next level. These rules are similarly pushing other characters to perform something that's typical of their Class to be able to progress to the next level.

Both these rules have been added in this book to provide a better balance between Mundanes and Arcanes.

THE NATURE OF MAGIC

Magic is a powerful energy that pervades the world, flowing through creatures, items and places. Learning magic means learning to recognize, analyze and shape this energy for one's own goals.

It is a never-ending search and the Magic-Users are the true protagonists that bring it on, spending most of their lives buried in their studies and in the research of Magic.

To use magic and shape it in the effects that they want, the Magic-Users, and in general all of the Arcane spellcasters, use spells. The spells are combinations of ritual words that summon the energy, ingredients used as catalyzers for those energies to materialize, and gestures to activate the flow of energy in the right direction.

When the Magic-Users learn a new spell, they write it down in a book, including the gestures and ingredients needed. That book is called Spellbook, and most of the Magic-Users usually carry it on themselves all the time.

MEMORIZING SPELLS

In the morning, just after getting up, Arcane spellcasters usually spend one hour of their time in meditation and use that time to pick their spells for the day: they prepare the ingredients for them and revise the spells using their spellbooks so that they make sure they remember the words perfectly.

It is not possible to change the memorized spells onche the choice is done, until next day. Therefore, spellcasters must be extremely careful when they pick spells and they should try and chose the ones that they think may be of greater use, not only combat magic.

See the next few pages for details about spellbooks.

ELEMENTS

Everything that exists in the world is made up of eight elements that, by mixing up in different proportions, and with the magic of Immortals, originated the whole Multiverse.

Of these primordial elements, two are magical elements (Holy and Obscure) while the other six are Natural elements, and they are air, water, frost, fire, lightning and stone.

Each one of the elements has a different kind of energy and a different kind of magic.

In nature, elements may mix and match, giving birth to many different things. In magic, when the elements are used to materialize those energies, the same energies collide with each other, and they may interact in very different ways depending on what other element they collide with.

In particular, summoned elemental creatures, dragons, salamanders ad every other creature that participates to the nature of a particular element tend to be influenced in different ways when they are hit by different elemental magic. The principle behind this natural law is the principle of *Elemental oppositions*.

To keep it simple:

Obscure is opposed to **Holy**

Water is opposed to **Thunder**

Air is opposed to **Stone**

Fire is opposed to **Frost**

As a general rule, when a creature with an elemental nature is hit by an attack of the opposite element, the damage that the creature takes is increased, usually doubled.

When, on the other hand, a creature is hit by an attack of its same element, the attack would cause reduced damage, no damage at all, or it may even be healing the creature.

More detailed infromations will be given in the Dungeon Master's reference, at the end of this book, and in the description of each monster.

CONCENTRATION

To cast a spell, both Arcane and Divine spellcasters need to pronounce the words carefully while repeating ritual movements. This means that, from when the initiative is rolled, until he casts his spell, the spelllcaster must keep all of his concentration only on the gestures and the words he needs to do and say.

Sometimes, this is not easy to achieve: during fights, a spellcaster may for example be targeted by enemies with attacks or even other spells, or be forced to dodge an attack or end up in a trap. All of these events may disrupt the spellcaster's concentration and, if that happens, the spell is wasted. If the character has the general skill *Concentration*, he may try not to lose his concentration even if any of these situations happen. Events that disrupt concentration are:

When a spellcaster is hit by an attack.

When a spellcaster receives damage.

When a spellcaster is forced to move more than 3 m in one round.

When the spellcaster changes his mind and decides not to cast any spell anymore, but after rolling for initiative and declaring the spell.

When the spellcaster is targeted by any ability, skill or magic that, at the DM's discretion, may distract him from what he's doing

When a spellcaster steps on a trap.

NOTE: If a Magic-User is unstable or moving fast (on the bridge of a ship during a storm, or riding on horseback for example) it is not possible for him to cast spells. It may be made possible if the Magic-User had the *Concentration* general skill, that allows him to keep the

concentration even in adverse environment conditions.

The DM may decide to add more events to this list.

To prevent spellcasters from wasting their spells, they tend to be protected by the other characters and don't normally engage in hand-to-hand combat. This doesn't mean that they cannot be targeted by spells and ranged weapons, but in most of the situations that offers them enough protection to keep their concentration when casting.

Concentration is also used by spellcasters to keep control of particularly challenging magic effects, created by magic items or spells. In this case, the spellcaster must keep his concentration for all the time the magic effect is in place, and to lose it may be extremely dangerous.

In some case, to lose the concentration for a spell or effect only ends the effect of that spell. In other cases, a summoned creature may turn against the spellcaster who summoned it, or the magic effect may bounce back to the caster.

To keep the concentration a sellcaster must do nothing during his round, and he may just move at a maximum speed that's half his normal movement rate. Moreover, all of the situations already described above may cause a spellcaster to lose the concentration even when he's mantaining a spell.

MULTIPLE SPELL EFFECTS

Multiple versions of the same magical effect or spell, even if originated by different sources, never affect the same target more than once. For example, a creature that drank a potion of haste cannot speed up more if a magic user casts *haste* on him.

The only exception are spells that influence damage and To-Hit rolls, that sum up normally to the bonuses of magic weapons, and the effects that affect AC that sum up to the effects of magic shields and armors.

USING MAGIC ITEMS

In their adventures, characters may find magic items that they will obviously want to use. Magic items can be used in different ways, depending on their type.

Armors, rings and shields must be worn to be used. Magic weapons must be used to attack, like normal weapons, to show their powers. Potions must be drank and scrolls must be read aloud by a spellcaster.

Wands, staves and rods usuallly need a command word to be worked, like most of the magic items that don't fit in the other categories. Some special powers of magic weapons or armors may be activated by a command word as well.

Normally, when the characters find a magic item in an adventure, it doesn't have a label that says its name and describes how to use it. Therefore, the characters need to identify the magic items before using them. There are spells that may help the characters identifying the magic items, but if they don't have those spells, they can always hire a high-level spellcaster and ask him to identify the items for them.

Spellcasters are usually happy to identify magic items, and they take 100 Dc per item as a payment. They wouldn't lie about the powers of an item, because once the characters try it, it would be obvious if the spellcaster lied. When an item is identified, all of the command words to use its powers are immediately revealed as well.

NOTE: It is not possible to identify potions by the taste, the smell and the colour. It is also not possible to take just a sip of a potion to try the effect and keep the rest for later. The amount of potion that is in a flask is always the amount needed to produce the effect, and taking less of it won't produce any effect at all.

NOTE: Scrolls are very easy to identify: any spellcaster may identify a magic scroll by simply casting *read magic* on it.

When a character wants to use a magic item in the game, it is usually enough to tell the DM. Some magic items can be used at will, while some others may be used a limited number of times per day or week, or may have "charges" that are consumed every time one of the powers of the item is used.

Potions and spell scrolls, for example, can not be recharged and are usually destroyed when used. Some other items, like wands and staves, may be rechargeable, and in that case the characters must find a spellcaster that's powerful enough to re-charge them and pay him for his service.

Using a magic item is easier, and often faster, than casting a spell. The character using the power of a magic item does not need concentration like a spellcaster casting a spell. However, the power of the magic items does not depend on the character using it, or by the spellcaster who enchanted it. Spells and effects generated by magic items are usually considered as spells cast by spellcaster with the minimum level needed to cast that level of magic.

SPELL EFFECTS

Spells have a maximum distance, must be cast on a target and may have an effect area. These limits must always be taken into consideration by the spellcaster that's casting. Whenever he wants to cast a spell, the Magic-User must declare which target he wants to hit before rolling initiative and the DM must always check that the target is a valid target for that spell, before describing the effect of the spell. A spell cast on a non-valid target is wasted and bears no effect.

A Magic-User may only cast one spell per round, no matter how fast he is or what magic affects him to speed

him up. This is because magic also has its time and spellcasting cannot be sped up without compromising its effects.

REVERSE SPELLS

Some spells exist in two different and opposed versions. When a spellcaster knows one version of those spells, he is always able to summon the opposite spell whenever he wants, but Arcane spellcasters must memorize either the normal version or the reverse spell in the morning.

THE SPELLBOOK

Magic-Users write their spells on a book, and then they use it day by day to memorize their spells. But how is a spellbook made? And why is it so important? Why people cannot cast spells just by reading them from spellbooks?

GETTING A SPELLBOOK

Every Arcane spellcaster does an appreticeship at some other Arcane's before being able to cast their first spell. It is not possible to learn magic without a teacher. For this reason, young apprentices study for years before being able to cast their first spell. When an apprentice finally does, it is tradition thet the teacher rewards him by giving him his first spellbook as a present.

The first spell that everyone learns is always *Read magic*, because it allows the spellcasters to read the magic writing on scrolls, magic books and spellbooks.

Obviously, a spellbook can also be bought: in this case it is a book wth white pages that the Magic-User will fill with his own spells, by using the magic ink (see below). In other cases, a spellbook can be looted from a treasure or from the dead body of some enemy. All of these methods are good, as long as a Magic-User ends up having a spellbook of his own.

SPELLBOOK DESCRIPTION

A spellbook belonging to an adventuring magic-User must be small and easy to carry around. Often it has some kind of closure, like a lock that can be only opened by the key that the Magic User has hidden somewhere. However, Magic-Users are often quite imaginative about methods to protect their own secrets, and the DM or the Players may invent many different ways a book can be closed, especially by using bizarre magic.

The spellbook that every spellcaster gets at the beginning of his career is a plain book, closed with a belt fixed to its cover. If a player wants a safer book for his character, he will need to buy one, to order it from some artisan, to find it or to make it himself.

To keep the spellbook safe from offesive spells (like fireball) or dangerous attacks (like the acid breathe of black dragons), often the Magic-Users put extra care in having some protection for it. The most common protection for a spellbook is a spellbook case, that can be wooden or metal: it is a box slightly bigger than the book that protects it from unwanted damage and can also be enchanted to make it waterproof, un-ignitable, and so on. These cases are not provided to the Magic-User for free, and must be bought or made as well. Some particularly poweful books may be enchanted with protective spells to avoid them being destroyed even when they are not in a case.

A spellbook is usually made of 50 sheets of parchment, for a total of 100 pages and fits in an encumbrance class B. Each spell on the spellbook takes one full page, so a standard spellbook may have up to 100 spells written on it. A magic-user that knows more than that number should carry along 2 books, or pick the ones that he wants to carry along and make a selection for adventuring that's different from his total known spells. At home, a high level magic-user often has a second spellbook, a big one, where all of the spells he knows are written. This kind of books usually have an encumbrance class F, but they may fit up to 200 spells each, or they may as well be bigger.

Spells are written on a spellbook with *Magic ink*, which is a very common and useful magic item. In the Principalities of Glantri it is always possible to find it in the shops of towns and cities. Some mechants may also have it in big villages, and magic-users tend to stock it up, because they use quite a lot of this substance.

MAGIC INK

Magic ink is a standard security feature of every spellbook: it is used to write things that can be the read only by using the *read magic* spell. A person that tries to read a spellbook without this spell will only see a bunch of meaningless signs on the page.

One of the most interesting things about the magic ink is that whoever uses it to write on the spellbook, doesn't need any spell to read it. He will just be able to read everything normally. Anyone else will need the *read magic* spell. This applies to magic scrolls as well. Moreover, a person that already cast *read magic* on a book or scroll written with this ink will forever be able to read them without using the spell again, as if he decipered the secret code of a document.

Magic ink is sold in small flasks and may be found in many colours, but black is always the least expensive and the most common one. A flask of magic ink is enough to write down 10 spells.

For the purpose of magic research (see later on in this book) magic ink can be enchanted by magic-users level 9 and above as a potion, and the magic user must use the spell *Read magic* for it. It is considered a non-rechargeable magic item with 10 charges, and each flask must be enchanted separately.

A flask of magic ink is usually sold for 250 Dc, but in far away villages, where

magic is not that common, where shops are far and nobody has ever seen a big city, the price may increase up to 1.000 Dc per flask.

Sometimes magic ink may be found in treasures and confused for some potion. If drank, it is not poisonous, but causes a potion intoxication, like the one that a character may get by drinking two or more potions together.

WRITING NEW SPELLS ON THE BOOK

When a magic-user's level grows, he usually learns new spells and his spellbook grows as well.

Normally, a magic-user has some kind of teacher until he reaches level 9, and the teacher will usually teach one new spell whenever the student reaches a new level. In that case the magic-user may immediately write down the spell on the spellbook.

A magic-user may also research his own spells with the rules that will be described later on, and if he succeeds, he will once again be able to write the spell on his book immediately.

The problems come when a magic-user finds a spell in a book or on a scroll that he may have bought, found in some treasure or looted by a dead Arcane.

In this case, the magic-user must use *read magic* on it to be able to understand what's on the scroll or the book. However, this may still not be enough, if the book or scroll is written in a language that is not the common language used by the magic-user. If that is the case, the DM may ask for a test on the language used to write it, or the spellcaster may use a *read languages* spell to decypher it.

After that, the magic-user must make an Intelligence roll with a malus equal to the level of the spell. The magic-user may add to the test a +1 bonus for every 6 levels he has, round down. If the test is successful, the magic-user may write down the new spell on the book. Otherwise, the magic-user does not fully understand how that spell

works and must wait until he gets one new level (or until he gets 250.000 XP more if at 36th level) before trying again. To write a spell on a book takes 1 turn per level of the spell, therefore magic-users usually leave this task for when they are out of dungeons.

When a magic-user writes on his own book a spell from a scroll or another book, that same spell disappears from the original support.

LOSING THE SPELLBOOK

For a magic-user it is a huge disgrace to lose the spellbook. Without it, he may not be able to study the spells every morning, memorizing the new ones, and thus he may be completely harmless against enemies.

A book may be stolen, lost, burned down, dissolved, damaged with water, ink, eaten by monsters, disintegrated, and so on. For this reason, magic-users usually put in place some security measures to avoid the most common danger situations for their own books, and usually keep a second spellbook at home in case they need a substitute.

No matter how good the security systems are, sometimes it still happens that the magic-users may end up without their books.

When an arcane spellcaster is left without a spellbook, he may still use all of the spells memorized in the morning. However, if in the morning a magic-user does not have a spellbook to memorize his new spells, he may not memorize any new spells. Moreover, the magic-user needs to roll an Intelligence check for each spell he had memorized the day before and not used yet. If the test is successful, the magic-user may still use that spell, but if he fails, he forgets that spell. A magic-user with a high Intelligence score that tries not to use his powers if it is not extremely important may therefore go several days before finding himself with no spells at all, but it is obvious that sooner or later it will happen. It is also obvious that a magic-user without a spellbook

wants to do whatever he can to get it back, or to get a new one, as soon as possible.

A magic user that lost his own book may write down in a new book all of the spells he has memorized, if he has some magic ink available. The normal transcription time applies.

A magic-user that lost the spellbook may also decide to use another spellbook found or stolen or looted somehow. In that case, he must use *read magic* and, if needed, *read languages* as already explained. He also needs to roll one Intelligence check for each spell on the book that he never used before (which are the spells he didn't have on the book), otherwise he doesn't know how to cast them. He may normally try again after one level, if any roll fails. If a spellbook found in an adventure has empty pages, the magic-user may write the spells that he memorized on it, if they are not already. In this case, the magic-user needs to have some magic ink as well.

NON-STANDARD
SPELLS AND SPELLBOOKS

Arcane spellcasters of some particular classes may use particular types of magic, or particular supports to record their spells.

For example, elven magic is using natural energies and is similar to druidic magic, while the thieves may use shadow magic which is cast without words. Some merchants from Darokin use spells as well, and all of these classes write their spells on spellbooks like the ones of magic-users. However, all of these particular kinds of magic drain powers from some sources (nature, darkness, wealth) that contaminate it, and even if the rules for memorizing them and casting those spells are the same, those kinds of magic cannot be used by anyone that is from another class.

This limit is not only due to a basic principle of balance in the game, but also because each of these kinds of

magic has been developed expressely for that particular class and big efforts have been put in keeping them secret and not available to others.

For example, Elven Magic is a gift from their protector Immortals, while shadow magic is corrupted and twisted, and codified like a secret message.

A different note must be done for spells that are written on supports that are not standard books. Hakomon (see later in this book) and Aquarendi elves, for example, don't really use paper to write their spells. Hakomon use stones, bones and other charms that usually carry around in their pockets, in pouches, or tied to their own clothes. Aquarendi elves engrave them in elven runes on seashells that they collect in necklaces. When a magic-user finds this kind of spell supports, he needs extra knowledge to be able to decode the spells that are written on them.

For example, for Hakomon magic, a magic-user will need the *knowledge of society (Ethengar)* and *Knowledge of magic* general skills to recognize them and be able to understand how they work. However, for aquarendi magic, he will need *Non-human cultures* and *knowledge of magic*. And, in both cases, the spells found on these supports give an additional -2 malus to be understood and copied on traditional spellbooks.

SPELL INGREDIENTS

To cast spells, any spellcaster needs not only to know the spells, but also to have the spell ingredients for the spells he wants to cast.

Without going too much in the details of each ingredient, its cost and rarity, and so on, this system provides an easy record of the ingredients and forces the spellcasters to always check their stocks.

Each Arcane spellcaster needs every month for his magic 10 Dc worth of ingredients for each level of spells he may cast in one day. This means that a

spellcaster must sum up 1 for each first level spell, 2 for each second level spell, 3 for each third level spell, and so on, that he may cast per day, as per his experience table. To these, he also has to add the bonus spells.

For example: Thor is a 16th level Arcane Knight with Intelligence 16 and is granted +1 first level spell and +1 second level spell. This means he may cast every day 2 first level spells , plus one bonus, 2 second level spells plus one bonus, and one third level spell.

The spell total is 3+6+3 = 12. Thor needs to spend 120 Dc for magic ingredients every month.

Whenever a spellcaster gets a new spellcasting level throughout the month, he must immediately update his stock for the rest of the month, adding the difference from what he already paid and his new total.

If a character runs out of ingredients, he may not cast spells. However, the general skill *Find Ingredients* allows the spellcasters to collect spell ingredients from the monsters they kill in the adventures ad top up the stock.

Some particularly powerful spells, namely the ones level 7 and above, may need the spellcaster to undergo some adventures to stockpile the ingredients to cast them, as they may be very rare and merchants may not always have them in stock. This may also be a good way for the DM to force some magic-users into adventures and travels.

The *Wish* spell must be cast only after some kind of search of something very rare, unusual and apparently impossible. The search for its ingredients should be an adventure itself and should never give a magic-user ingredients for more than three spells.

MAGIC AND AGE

Not everyone learns how to cast with the same times: there are elderly

spellcasters that still have trouble understanding basic spells, and there are bright kids that may be able to cast advanced magic at an age when usually other kids are still fighting in the mud and making pranks for fun.

Normally, characters that are below 16 years of age or above 60 (for humans) are just NPCs. However, if you want to play a character that is older or younger than usual, you need to talk to your DM and he may allow you to use a child or an elderly character as well.

Magic users may adapt much beter than other characters at different ages, because they don't really rely on their physical skills in the adventures, and normally they avoid fights. However, there are some rules that must be applied when under-age or senior magic users are part of a team.

UNDER - AGE MAGIC

Children may start learning magic at home if their parents are powerful magic-users. Then, to be able to cast magic properly, they must be attending a school, where the teachers will teach them how to control their powers and always check that they don't end up in big trouble. The time spent at school must be at least 8 months per year, 7 days per week, but this time may be spread throughout the year in any way the character prefers. A child that spends less time studying at school loses his ability to cast until he goes back to school for at least 3 months or until he becomes 16.

Children are easily distracted and still haven't a perfect control on their powers. For this reason, whenever a child casts a spell, there's always a chance that something goes wrong and something unexpected happens.

When a child casts a spell, the player playing it must roll 2d8: if the result is the exact age or less than the age of the child, the spell works normally. But if the score of the dice is higher, something unusual happens. Whenever

a child casts a spell with an unexpected result, the effect of the spell may never affect him directly. The DM can freely invent whatever effect he wants for child magic. In the chart in this page there are some examples, but the DM is free to change them or to expand it with new effects. In the Principalities of Glantri a child becomes of age at 16, because that is the age when a magic-user is abe to cast without causing unwanted disasters.

UNDER - AGE STATS

When rolling the stats for an under-age character, the player must record separately the actual scores rolled or determined, and the scores that the kid has in that moment. This is because a child is still growing, and his scores will change and increase until reaching 16 years.

The Player must subtract from the actual scores 2 points for each year that divides the age of the child from 16, split in the way he prefers, and record the new scores in the character sheet. Whenever the child reaches his next birthday, the player may add 2 of the lost points back to his scores, until reaching 16 and having the official scores back. When subtracting points, the DM may not allow abilities to have a very low score, and surely it is not possible to take any under 3.

When it comes to growth, changes in the Constitution score affect the past levels as well and may add many HP at the same time, but ONLY for natural growth.

ELDERLY CHARACTERS

Elderly characters are for many aspects similar to children. Elderly characters start getting weaker, their memory starts to fail them and in general their health conditions worsen. After 60 years of age for humans, or 600 for elves, the ageing character must roll under his constitution. If he fails, the Master will roll 2 abilities random (except wisdom, see later), and

UNDER - AGE MAGIC EFFECTS	
1D12	**EFFECT**
1	The target of the spell (or a random target) becomes a teddy bear. No save is allowed. *Polymorph any object* and *remove curse* may break the spell.
2	The target of the spell (or a random target) chages its colour and becomes blue with yellow dots. No save is allowed. *Remove curse* and *dispel magic* may break the spell.
3	The target of the spell (or a random target) starts growing a thick bright red fur on the whole body. The fur growth is 30 cm per round, for 1d6 rounds. No save is allowed. Once the spell is over, it is just enough to shave the fur, to remove it.
4	Every creature within 18 m may only move bouncing and jumping. The maximum distance covered is 1d6 m per round, and every creature must save vs. spells at every round, when trying to move, or the movement will happen in a random direction. The effect lasts one turn.
5	A colourful wooden cube 3m per side appears. The kid sits on it and may throw cream pies from its top with a small catapult. The cube is permanet, and the catapult has 10 pies to throw.
6	A big monster appears close to the kid. The monster thinks that the kid is her child, and protects him or her at her best. The monster is permanent and may not be dispelled.
7	A little bell appears in the air and follows a creature ringing a childish song all the time. It may only disappear is *dispel magic* is cast on it.
8	From the hands of the kid, a huge amount of butterslies erupt. If in a dungeon, the whole dungeon is filled. If in open air, the butterflies cover a 1,5 km radius in 1d4 rounds. Whoever is in the area where the butterflies appear is unable to see more than 1,5 m away. The butterflies fly away in 1d6 turns.
9	The kid and whoever is within 9 m from him are teleported in a pocket dimension where everything is made of cakes, sweets and candies. The creatures must find the hidden passage to get out of it, or the kid must say "I'm full" for everyone to be taken back to reality. Sweets cannot be taken out of the pocket dimension, but only eaten there.
10	A dozen gremlins appear around the kid and decide to entertain him by playing pranks to whoever is nearby. Gremlins are permanent and may not be dispelled.
11	A man sitting on a cloud appears, throwing handfuls of sand on whoever he moves above. After three rounds, moving around in random directions at 12 m per round, he disappears. Whoever is hit by his sand must save vs. spells or fall asleep. The magic sleep may only be broken with *dispel magic*.
12	Colourful flowers grow wherever there is sand or dirt within 1,5 km radius. The flowers grow super-fast and, in one round, they reach 1 m size.

both of them will lose 1 point permantnely from their score. The constitution roll must be repeated at every year for humans, and every five years for elves. If a character's Strength, or Constitution reaches 0, the character dies. If Dexterity reaches 0, the character is paralyzed and cannot leave his bed anymore.

Intelligence and Charisma scores can never get a score lower than 3.

However, the only score that cannot be reduced is Wisdom. In fact, at every year after the 60th and every 5 years

after 600 for elves, the character must check on his wisdom and, if the test is a success, one point is gained in that ability. Wisdom can never grow over 18 points for ageing.

The big problem with over-age wizards is that after they reach 60 years, their memory may start failing them. Whenever they cast a spell, they must roll 1d20 and, if the score is higher than their Intelligence score, they forgot something and something unexpected happens. It may be that the magic-user confused two spells, casting

a different one of the same level or lower, with a random target if the same one is not a valid target. It may also be that the mistake is so big that somehow the spell has the effect of a spell of another race, the effect of a completely new spell, or even of a Clerical or Druidic spell.

Spells cast by mistake cannot be learned by the magic-user this way: when they happen they are generated by unwanted actions that the magic-user would not recognize and would not be able to replicate.

ANAGRAPHIC AGE, AGEING ATTACKS AND POTIONS OF LONGEVITY

Potions of Longevity can be used to change the age of a character, as well as attacks from monsters (mainly undead monsters) may cause a faster ageing.

The players should always record the real age of a character (the time passed from when he was born to the actual moment in the game), but the most important date is the *Perceived age* of the character.

The perceived age is the age that the character shows, and the actual age that is considered to determine the effects of the age, the longevity potions and the monsters' attacks.

For example, a character 23 years old is attacked by an undead and ages 40 years. His real age is 23, but his perceived age is 63. Having aged so much, the character must roll for his ageing maluses and bonuses.

The longevity potion is somehow a very safe potion to use. It is made to cancel the effects of ageing in elderly people, avoid the maluses and keep the characters looking young and handsome (or beautiful). It may affect any character, reverting ageing and making him 10 years younger, but it may never be used to revert the age to less than 16 years. If used that way, it simply does not work and is wasted. If used by characters with less than 26 years, the potion still takes them back to 16 years, but does not affect them anymore.

To keep on with the same example, after killing the undead, the character now 63 years old finds some longevity potions. After drinking 4, he is back to 23 years. If he drank another one, he would not become 13, but his age would be 16 again.

LIMITS TO MAGIC

Magic is extremely powerful, and it allows characters to do things that are impossible for normal humans. However, magic has its limits as well. There are some powers, some mysteries, that cannot be studied, understood or changed by the human mind. Powers that are not affected by magic. And there are also limits to the power of magic, limits that can be pushed further away, but cannot be completely overcome.

In here, we analyze the limits of spellcasting and magic research.

SUMMONING LIMITS

This rule applies to all of the undead creatures raised by the characters and all of the constructs created by the spellcasters.

There is a limit to the number of creatures a magic-user may control at the same time.

A Necromancer may control a total of HD of undead creatures that does not exceed the sum of the whole Charisma score of the character, his level, and his Intelligence and Wisdom modifiers.

An enchanter may never control a number of minor constructs that is higher than his level plus his whole Intelligence score. If a character is controlling major constructs, each of them counts as 3 minor constructs. The DM may decide that other rare or huge constructs, either minor or major, may have different value and count as 2, 4 or more constructs.

As previously said, these limits may be pushed by the spellcasters by using magic items that allow a temporary increase, but whe the spellcaster stops using those items, the number of creatures he may control goes back to normal, and whatever undead in excess will be destroyed, and whatever construct will lose all of its energy and will need to be animated once more before being used.

Summoning spells and skills (of vampires and were-creatures, for example) may also exceed this total, because at the end of the effect the creatures summoned disappear or go back to their life.

LOVE

Spells and magic can never have any influence on love. The best a spell, a potion or a magic item can do is to create attraction and fascination, like *Charme* spells do. However, that is not love, and true love cannot be made, changed or broken with mere magic, because its magic is far too powerful, pure, and everlasting.

Without going too deep inside dissertations on the nature of love and feelings in the game, there's only one rule that always needs to be kept in mind about love and magic: True love is stronger than anything else. There is no spell, curse or enchantment that may not be broken with a simple kiss of one's true love. There is no miracle that true love can't make. There is no obstacle too big for it to overcome.

It is completely up to the DM to decide how to apply this rule in the game, depending on the situation. The best suggestion I can give, though, is that whatever situation involves true love in the game, it should only ever involve NPCs, to avoid unbalancing the game and giving to any PC a supernatural protection that noone else may have.

PROPHECIES

The future is not written, and it is not for mortals to know it beforehand. It is

for this reason that there is no spell that allows the characters to see the future.

Some humans or demi-humans, however, apparently have the gift of prophecy and they may actually predict the future. These individuals have somehow been chosen by the Immortals to receive this gift. If only one thing is clear about prophecies, it is that only the Immortals can see the future of the men, therefore when they show some of it to the mortals there must be a good reason. This means that the Immortal wants that mortal to do something with those informations, to change the future or to warn the mortals about the danger that's getting closer.

If a DM wants to include divinatory powers in the game, there must always be something that may change deeply the future of the nation, or even the whole world. Immortals don't show the future to mortals for futile reasons. Moreover, it should never be a PC to receive the prophecies, but some important NPC, and in any case the DM must make it perfectly clear that this power is not active on request, or to be used to ask for more informations whenever the party needs. It is a one-way message from the Immortals, usually unexpected and unforseen.

DEATH

What lies beyond death? That's the final question, what everyone craves to know. In some very unfortunate cases, un-death may mark a border between life and death, but it is only a time-limited status, the illusion of the victory against death, that is doomed to get to an end, sooner or later.

What comes after the death nobody knows. Nobody comes back to tell. Even people that's been dead for days before being resurrected keep no memories of what lies ahead. Not even a *Wish* spell may pierce this mistery, and the wall that divides the living from the dead.

It is not for the mortals to know, and very often not even for the Immortals. It is the fear of the death that gives men the motivation to live and, at some point, to pursue immortality.

THE IMMORTALS

Who are the Immortals, where do they come from, and what are their real powers are not informations that the mortals should know. Spells cannot identify them, find them, summon them or imprison them.

Some spells may allow the mortals to interact with them, through very superficial contacts, but usually the mortals don't even realize what really happened. Only the most powerful of the mortals, when the time is right, may meet the Immortals. How this can be achieved, is usually the goal of an entire campagin and must be discovered by each mortal in a different way.

DAMAGE

The maximum damage dealt by any attack spell may never be higher than 20 dice. This is a general limit that can be overcome for some spells, like *Meteor swarm*, that make multiple attacks or attacks in two or more phases. However, all of the spells that deal a damage that increases with the spellcaster's level may never increase above the 20 dice.

INTELLIGENCE

Intelligence helps a spellcaster to get more spells, which is very useful at low levels. It also gives the magic-user or elf more general skills, and more languages to know.

But what happens when an arcane spellcaster has a low Intelligence score? It is a very rare situation, as normally one would try and get a high Intelligence score for his own magic-user, but sometimes the die rolls may not be that good, or the character may end up losing Intelligence during the game. So, how do scores below 13 affect spellcasting?

Scores between 9 and 12 do not affect the ability of the character to cast spells at all. He will not get any bonus spells, but he won't be penalyzed anyhow.

Scores between 6 and 8 mean that the spellcaster does not have an understanding of magic that's good enough to improve his magic skills. If a spellcaster character loses Intelligence reaching this level, he may still be able to cast the spells he learned so far, but he may not learn more magic. This means that, when levelling up, his spellcasting ability will not increase anymore. Moreover, the character will have some problems remembering the spells and, whenever he casts a spell, he has a chance of failure that is 20% if the Intelligence score is 8, 35% if it is 7 and even 50% if the score is 6. Failing to cast for a low Intelligence score means that the spell is wasted and produces no effect.

A new character with Intelligence 8 or less may not learn magic.

A character with Intelligence 5 or less, even if he was already able to cast magic before losing Intelligence points, will not be able to cast spells at all. He will lose this ability completely, and will not be able to memorize any spells anymore.

THE NATURE OF MAGIC

THE MAGIC OF NATURE

Elves have a particular kind of magic, that is called elven magic. This magic shares some powers of clerical and druidic magic, and can only be used by Treekeepers and their assistants.

Rules for the use of Elven magic will be given later on, in this same book.

What is important to underline here is that this kind of magic is not normal Arcane magic, and may not be used by any spellcaster. The spells of elven magic cannot be cast by magic-users or written on scrolls, because they are a gift of the Immortal Ilsundal, protector of the elves and creator of the Tree of Life. Treekeepers receive these powers as a reward for taking care of the Tree, and for their worship of Ilsundal himself. Whoever is not a treekeeper, even if it is an elf as well, may never use this peculiar magic.

Most of the elves don't show elven magic to the humans, because most of them wouldn't understand the difference with their usual magic. Moreover, the elves keep their trees as a well-kept secret, and they don't want the treekeepers to be too well known outside their clans, because they may endanger the Tree if any enemy followed them to find it.

Therefore, elves usually use Elven magic only in case of extreme necessity in front of humans, and tend to use it only within elven lands, if they can.

NOTE

This character handbook started with a long chapter about magic, instead than with the description of the elf class, like other character handbooks. This is because, before going into the deatils of the class of the elf, it is very important that whoever plays a spellcaster knows what is the power he is going to use, and what limits and upsides it has.

Playing a spellcaster is never simple, and in the Principalities it may be much harder, for someone that does not completely understand it. However, when some player takes the time to understand this class and the magic it uses well, playing an elf may also be easy, and very rewarding.

THE ELVES OF BELCADIZ

The informations given here are the general knowledge that surrounds the elves of Belcadiz. They are given to help players to play Belcadiz elves better, sticking to their attributes and general traits.

APPEARANCE

Elves of Belcadiz are usually shorter than other clans, with a tanned complexion, short pointed ears, curly or wavy black hair and in general they have a very *latino* feeling. Males have a strong built body and tend to wear mustache, and sometimes even beard, but they like to take good care of their facial hair and use wax and other products to shape them in fancy ways. They wear elegant clothes, that they often match to big feathered hats, and boots. Females have prosperous shapes, and wear big colorful and elegant dresses, that they complete with shiny and heavy jewelry, hand fans and a makeup that underlines lips and eyes. They also wear shoes with heels to raise their height a bit and look more sexy when they walk. Both male and female elves often carry around a weapon, which is usually a thin and long sword for males, while for females it is more easily a dagger. These weapons are not only carried for self defense, but also to show the elf's status, and they are usually hand-crafted by elven artisans, with subtle decorations and perfect details.

CHARACTERIAL TRAITS

The character of Belcadiz elves is usually proud, snobbish and arrogant. These elves think that they should be ruling over all of the other elves of the Principalities, because they used to be ruling the only elven Principality, before the Principality of Erewan was established. Moreover, the Belcadiz family is ruling one of the three Principalities that were created first, and that founded the nation (the other ones are Bergdhoven and Caurenze).

Elves of Belcadiz have a high idea of themselves and take things very seriously. They are easily upset and take offenses very personally. One of the reasons they always carry a weapon along is that they are always ready to settle arguments with a duel.

However, the elves of Belcadiz also know how to enjoy their lives, ad humans like their way much more than usual elves. They like to have big banquets with rivers of wine, strong flavors, uptempo music and passionate dances. They also like to show their bravery, and do that in the *corrida* and in the *feria de toros*, which is their national holiday. Other elves would probably say that Belcadiz elves are too close to humans and have gross tastes.

CITIES

The cities of the elves of Belcadiz are very similar to human ones. They are usually built in stone, with big walls, and often enclose a castle or fortress. The cities always have some gardens and parks, that are kept almost completely wild, but except for these areas, they may well be completely without trees.

The buildings in these cities are low, without big towers, and actually even rich elves prefer wide mansions that spread on a big area, with courtyards and gardens, to tall towers.

In the cities of Belcadiz there is always a big area for open-air market, which is one of the preferred activities of these elves. Here they can find products they need, but also see dancers and singers visiting the town, admire the guards in their shiny armors and the ladies in their huge dresses, and show off their jewels while talking to friends and relatives.

Another building that is usually in every town is the arena for the *corrida* shows. It may be small in small towns, or much bigger in big cities. The arena is not only used for the *corrida*, but also for city celebrations, opera shows and other entertainments and is considered the heart of every Belcadiz city.

One last thing that is very typical of Belcadiz cities is the big amount of horses that can be seen around. There is plenty of stables, because most of the elves have a horse and they like to get around the town on horseback, to show off.

BELCADIZ HUMANS

The culture of Belcadiz elves, as we already noted, is by far much closer to the humans than to the other elven clans. Probably for this reason, in the past centuries many men, mostly of Thyatian ethnicity, have joined the Belcadiz Clan and very well merged with the elven culture of the land.

After centuries of life together, these humans have taken most of the traits of the Belcadiz elves, for the character and the dress code, the traditions ad the tastes. As a matter of appearance, these humans are similar to Belcadiz elves, but a bit talller, with round ears and hair colour that may vary to diffrent shades of brown and, very rarely, to blond.

Belcadiz humans are considered citizens with almost the same rights of elves in the lands of the elves, but in some very exclusive roles they are never admitted so that they cannot undermine the supremacy of the elven nobles.

RELATIONS WITH EREWAN

Belcadiz elves used to rule over all of the elves of the Principalities until year 917 DI, when Tyrendanth Erewan was made Prince of Erewan. Before that decision, the Erewan clan vowed loyalty to Belcadiz when they moved in their lands from Alfheim. The relations between the two clans were some of the best possible one may imagine, and many mixed weddings were celebrated.

However, the decision to make the Erewan clan independent from Belcadiz was taken as an offense from the Prince of Belcadiz, and most of the members of the clan refused to recognize the Independence of Erewan

themselves. The decision was taken by the Grand Council because the Principality of Belcadiz was ruling a huge population, was one of the closest to the capital and had many nobles (and Tyrendanth was one of them), and they wanted to split this power. However, the Belcadiz clan never really accepted this move, and since then the relations with Erewan are as bad as possible. Many weddings between members of the two different clans ended, and some armed bands of young rebels started making actions against each other to defend the reasons of their cans.

Actually, the peace between the two clans is always very fragile, and fights for predominance between bands of elves still happen in the cities between the two Principalities and in the Free Lands around. Most of the Belcadiz people learned that they must distrust elves with blond hair, because they may well be spies of Erewan, and they usually keep some distance from them.

BACKGROUND TRAITS

Playing an elf of Belcadiz may be quite demanding, as their character is quite complex and they are very passionate. If your choice will fall onto one of these elves, though, here are some suggestions on how to pick your character's weapons and skillls to match with the setting.

WEAPONS

Belcadiz elves like longswords above every other weapon. They like the elegance and the precision of dueling swordsmen, and the longsword is always a must for Belcadiz elves.

Another weapon that Belcadiz elves like to use a lot is the halberd. It is very useful to unmount enemies, and is quite deadly.

Bows are not very popular among Belcadiz elves, that prefer to use something smaller, like crossbows, or more versatile, like daggers and spears, if they have to get enemies that are not close enough for the sword. However, if they may chose, they always prefer to hit far away enemies with magic.

The shield is not very popular among Belcadiz elves: most of them prefer to use a second weapon to fight, but because its use is obviously very convenient, many elves still have one in case they need it.

About armors, elves of the Belcadiz clan like to wear shiny metal armors, possibly heavy plate mails, to show their strength. Some of the Belcadiz parade armors are masterpieces that may be worth a fortune. Most of the Belcadiz elves prefer to wear chainmails under the clothes when they are not wearing a plate mail, to keep protected.

SKILLS

Belcadiz elves have a very particular culture, and their skills should match their background at least in part.

Horse riding is of course a must-have skill for the Belcadiz elves, and most of the elves of this clan should also have a horse, obviously.

Hunting is always considered a noble activity, therefore many Belcadiz elves indulge in it, and have the needed skill.

A good skill in the *labor* category is *weaponsmith*. If matched with art, this skill allows to create very artistic weapons, like the elves of Belcadiz love.

History can be a good choice for every elf: they tend to live very long, and they may know the history directly from the ones that were there when the things happened.

Knowledge of Nature, Knowledge of Magic, Non-human cultures are all natural choices for any elf.

Animal breeding and *animal training*, both with horses or bulls, are very typical of Belcadiz elves and mirror their habit of riding horses and their culture of the *corrida*.

Bravery is also very typical of Belcadiz elves, and underlines their arrogance and self-esteem.

On the Charisma skills, Belcadiz elves privilege *Animal empathy* (with horses mainly) and *Etiquette*, because they put a lot of stress on the formal clothing and behaviour.

THE ELVES OF EREWAN

The informations given here are the general knowledge that surrounds the elves of Erewan. They are given to help players to play Erewan elves better, sticking to their attributes and general traits.

APPEARANCE

Elves of Erewan are usually slender and tall, with blonde hair, that may sometimes be very light colour and thend to white, or darker and tend to red or brown. Erewan elves with black or dark hair are very rare, and usually are the descendants of unions between Erewan and Belcadiz elves. Most of the elves of Erewan have straight hair, but some may have them wavy or, very rarely, curly. Both male and female tend to keep their hair long and nicely combed, but not to tie them too much.

Elves of Erewan also have a very pale complexion, and tend to develop freckles if they take too much sun, used as they are to live in shady woodland areas. Their eyes are usually green, grey or light blue.

Male elves of Erewan tend to shave perfectly and have no beard or mustache. They naturally have very little body and facial hair. Females do not use much makeup and wear long tunic-like dresses that have little and refined decorations, often in silver or gold. Elves of Erewan do not wear a big amount of jewels, and prefer simple jewels with clean lines and neutral colours rather than heavy, colorful ones. Their jewels often include natural elements, like wood, stones, fangs and feathers.

Elves of Erewan usually wear green clothes, or clothes that match the season and its colours. Male elves normally wear leather boots. Both male and female elves tend to always carry a dagger with them. This has become a habit since when the tensions between Erewan and Belcadiz worsened, and unprovoked duels and attacks have become more usual. In settlements that are exclusively made of Erewan elves, most of the people doesn't carry any weapon around.

CHARACTERIAL TRAITS

Elves of Erewan tend to be easygoing and quiet, living for the day, knowing that they have plenty of time to do whatever they want to. They tend to welcome visitors, but always try to keep isolated by other races in their own woods, where they feel more protected.

Their connection with nature is very special, and they feel that every creature in the woods is part of a great organism, therefore they try to be a part of it, rather than use the woods for their personal gain. Elves of Erewan don't hunt if they don't need, don't collect plants if they don't have a reason, and tend not to imprison animals or to transplant plants.

Elves of Erewan are very refined in their tastes, and don't like very strong flavours, very uptempo and loud music, very bright colours and everything that is extreme or excessive. They prefer mild and delicate flavors, relaxing music, and in general whatever is delicate and elegant.

Most of the elves of Erewan also believe in prophecies and rely on the Seers of the Clan to know what the future will be like.

CITIES

With the exception of Ellerovyn, which is quite a big city and is settled by a number of humans as well, normally Erewan cities and villages are hidden in the woods, merged with the landscape and very pictoresque. Mostly, they are built around some waterway, as elves love to float on their small boats to travel, and sometimes elves dig canals and ponds to have more waterways to roam around, and to fertilize their fields.

In the Pricipalities, the elves prefer not to build their cities exclusively on trees like in Alfheim and other elven realms, because humans live in this country as well, and they may need to visit them. However, elves tend to build part of their cities on the trees and part on the ground, or nicely merged in mountain sides and so on, to feel closer to the nature of the place.

RELATIONS WITH BELCADIZ

When elves of the Erewan family moved out of Alfheim to settle in the Principalities of Glantri, a long time ago, they gathered around themselves one of the biggest clans in the known world. However, when they reached this land, they had to accept the rule of the Belcadiz Clan, that was well established in the Principalities and was considered the only autority for elven matters.

The situation was not ideal, though. The elves of Belcadiz were arrogant and selfish and, even if they were pretending they were ruling fairly, the Prince of Belcadiz was clearly making big differences in the way the elves were treated.

However, Lord Tyrendanth Erewan somehow managed to get a title and some lands with the promise to the Council that he would help guarding the border with the Broken Lands, and when it happened, many elves gathered around him and asked for an act of Enfiefment for him to become the Prince of Erewan elves. The Grand Council accepted, in big part to reduce the political and personal power and influence of the Prince of Belcadiz, which had become overwhelming due to the immigration from Alfheim.

This was seen as an act of treachery from the Prince of Belcadiz, that accused Lord Tyrendanth of plotting to substitute him as the most influent Prince of the Council. This led to a period of battles and terror, when young elves on both sides formed armed troops to defend their positions. Massive carnage actions took place between the clans, and most of the bonds that were tied when living together as members of the same Principality were severed for good. The

disappearance of the husband of Dona Carnelia, the Prince of Belcadiz's daughter, and the death of the former Belcadiz Prince himself helped reducing the fights, but Princess Carnelia did nothing to close this wound.

When Prince Tyrendanth died in the Broken Lands fighting the orcs, though, the reasons for the fights reduced even more, and since then there is a tense peace between the Principalities. This peace is broken every now and then by small organized groups that still keep on the fight, but they are now just centered in the area between the two Principalities and immediately around.

Now, most of the elves of Erewan have a deep distrust towards the elves of Belcadiz. The arrogant attitude of the members of the Belcadiz clan also prevents Erewan elves from trying to befriend them or to reduce, at least, the distances.

BACKGROUND TRAITS

Elves of Erewan and Belcadiz are some of the most different clans around, and it is essential that the Players playing them underline these differences both in their role-playing and in the choice of background traits, like the weapons they use or the skills they pick. Here are some suggestions to make a more reasoned choice.

WEAPONS

Elves of Erewan don't like to fight, especially in hand-to-hand combat. They rather use long-ranged weapons, and their favourite one is the longbow. However, they often carry on themselves daggers, that can be used both as thrown weapons and in melee fights. For the same reason, they like to use spears. Swords are very common among Erewan elves as well, and the shield is too. Many elves of Erewan prefer to use two weapons than carrying around a shield, though, often picking sword and dagger.

Elves of Erewan don't like to wear very heavy armors, and tend to use light ones that don't reduce their movement speed. If they think the leather armor is a little too weak, they often go for a scale mail or a chain mail, but it is very unusual to see Erewan elves wearing something heavier. Obviously, Erewan elves knights are an exception.

SKILLS

Elves of Erewan appreciate every form of art, thus the characters from this clan may decide to pick *Art*, *Poetry, Dance*, *Sing*, *Play instrument* and similar skills to develop their background. Artistic skills may also be connected to any craft to produce masterpieces. Artisans from Erewan are very renown around the cuntry for their wood works. In particular, they are good weaponsmiths specialized in bows.

These elves also appreciate the study of magic and nature, thus skills like *Knowledge of Nature, Knowledge of Magic, Knowledge of rivers and seas, Astronomy and Astrology* are the perfect choice for them. Their connection with nature may also take the shape of the skills *tree walk* and *empathy with animals*, if these elves are living in the woods.

Erewan elves are also very fond of using nature to meet their needs, and they like to put their trust in nature also when they need to be healed. It is not uncommon for Erewan elves to pick skills like *First aid* and *Natural healing*.

These elves also like competitive sports, and often organize events picking their champions in the smallest communities like in the big cities. They especially like sports that include a contact with nature, and for this reason *swimming, run, skating and skiing* are very popular among them.

Their fondness of visions and prophecies takes them to sometimes try and *predict the future* themselves, with techniques derived from old traditions.

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THE ELF

Elves are members of an ancient and magic race: they can always cast spells, and at the same time they are good fighters, but to learn how to do both properly, they need more time and training than more specialized characters. They also live very long lives and are very connected with nature and animals. For this reason, elves usually live in the woods.

LEVEL PROGRESSION

Elves, like all the demi-humans, cannot reach level 36. Elves all progress the same way until level 10, then they can decide whether they want to specialize in magic or in fighting. After that, they can keep up for another 10 levels, to a maximum total of 20.

GENERAL SKILLS

Elves live long lives, and learn many things. Thus, a first level Elf always has 6 general skills, plus the bonuses on both Intelligence and Strength, plus the bonus skill *Reading and writing*. If the elf has a malus on Intelligence or Strength, or both, the number of skills he gets at level 1 is not reduced.

LANGUAGES

Elves get four bonus languages when they are generated: the elven language of their clan, the language of ogres and orcs, the language of goblins and hobgoblins and the one of gnolls.

WEAPONS & ARMORS

Elves can use any weapon, can carry the shield and may wear any armor.

A level 1 Elf has Base mastery in 4 weapons of his choice, and gets one new mastery slot at levels 3, 6, 9, 12, 15, 18, 20 and for every 250.000 XP gained after reaching level 20.

MAGIC

Elves may cast Arcane Magic and may research new spells. They may use every magic item that's allowed to Arcane spellcasters and, from level 9 on, they can enchant magic items and animate constructs.

ELF'S SAVING THROWS TABLE

LEVEL	DEATH RAY & POISON	MAGIC WANDS	PARALYSIS & TURN TO STONE	DRAGON'S BREATHE	SPELLS, STAVES & RODS
1 – 3	12	13	13	15	15
4 – 6	8	10	10	11	11
7 – 9	4	7	7	7	7
10 +	2	4	4	3	3

ELF'S EXPERIENCE TABLE UP TO LEVEL 10

XP	LEVEL	HD	I	II	III	IV	V	VI	VII	VIII	IX	THAC0
0	1	1d6	1	-	-	-	-	-	-	-	-	19
4.000	2	2d6	2	-	-	-	-	-	-	-	-	
8.000	3	3d6	2	1	-	-	-	-	-	-	-	
16.000	4	4d6	2	2	-	-	-	-	-	-	-	17
32.000	5	5d6	2	2	1	-	-	-	-	-	-	
64.000	6	6d6	2	2	2	-	-	-	-	-	-	
120.000	7	7d6	3	3	2	1	-	-	-	-	-	15
250.000	8	8d6	4	3	2	2	-	-	-	-	-	
400.000	9	9d6	4	4	3	2	-	-	-	-	-	
600.000	10	+2	5	4	3	2	1	-	-	-	-	13

ELF MAGE'S EXPERIENCE TABLE

XP	LEVEL		I	II	III	IV	V	VI	VII	VIII	IX	
850.000	11		6	5	3	3	2	-	-	-	-	
1.100.000	12		6	5	4	3	2	1	-	-	-	
1.350.000	13		7	6	4	4	3	2	-	-	-	
1.600.000	14		7	6	5	4	3	2	1	-	-	
1.850.000	15		8	7	5	5	4	3	2	-	-	
2.100.000	16		8	7	6	5	4	3	2	1	-	
2.350.000	17		8	8	6	6	5	4	3	2	-	
2.600.000	18		8	8	7	6	5	4	3	2	1	
2.850.000	19		8	8	7	7	6	5	4	3	2	
3.100.000	20		8	8	8	7	6	5	4	4	3	

ELF LORD'S EXPERIENCE TABLE

XP	LEVEL	THAC0
850.000	11	12
1.100.000	12	11
1.350.000	13	10
1.600.000	14	9
1.850.000	15	8
2.100.000	16	7
2.350.000	17	6
2.600.000	18	5
2.850.000	19	4
3.100.000	20	3

PRIME REQUISITE & XP

Due to their dual nature of fighters and spellcasters, elves have 2 prime requisites: Intelligence and Strength. They earn experience in different ways before and after picking their specialization as described here:

All elves have a +5% bonus on all the gained XP if they have both Intelligence and Strength with a score of 13 or Higher.

Elves level 1-9 double that bonus, for a +10% on all the gained XP, if they have any of the two prime requisites with a score of 16 or higher, and the other one with a score of 13 or higher.

Elf Mages of level 10 or higher have a +10% bonus on XP only if their Intelligence score is 16 or higher and their Strength is 13 or higher.

Elf Lords of level 10 or higher have a +10% bonus on XP only if their Strength score is 16 or higher and their Intelligence is 13 or higher.

HIT DICE

The Elf's Hit Die is 1d6. After level 9, the Elf gets +2 HP only at level 10, and Constitution modifiers do not apply anymore. Above level 10, Elves do not gain any more HP.

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THE ELF

FORTRESS

Elves can build their fortress after reaching level 9. An elf must always build his fortress so that it merges nicely with the surrounding landscape, becoming part of the nature of the place instead of just being put there. For this reason, building an elven fortress usually needs twice the time and the cost of a human fortress of the same size. Many elven fortresses have secret paths hidden on the treetops, behind waterfalls, or in other notable landscape features that normally confuse the enemies attacking them.

However, when an elven fortress is finished, animals and woodland creatures will come and live nearby, and will help the elf protecting it giving the alarm if enemies arrive. If an elf builds a fortress, the number of followers he may attract increases by one, and that one must be an elf.

Elves in the Principalities mostly build fortresses that have a tall tower, like the towers that humans build. However, if the elf is not chaotic he will not build a dungeon like human magic-users do. See the Magic-User's handbook for details on towers and dungeons.

FOLLOWERS

Elves get followers like every other character. The elves normally have only elves as followers, but if the elf is living a lot in the cities of men, up to 50% of his total followers may be humans, evenly split between fighters ad magic-users. As explained in the paragraph before this one, elves may get one extra follower, which is always an elf, after completing the building of their fortress. If an elf takes over a fortress that already exists, this bonus does not apply. The followers that are of elven race may pick any path after reaching level 10, if they are still serving the character, independently from the character's specialization: this means that the followers of an elf can be both

elf mages and elf lords, no matter what subclass the elf is himself.

SPECIAL ABILITIES

Elves have many special abilities, and more can be gained when their level increases.

INFRAVISION

Elves can see in darkness with a power that's called *infravision*. It allows elves to see hot and cold things as different colours, but it may be used only when there's completely no light. Elven infravision goes as far as 18 m.

FIND HIDDEN THINGS

Elves are very sensitive, and may find hidden things, such as hidden treasures, secret doors and things like these, with a double chance than humans. When rolling for a search, if they are searching for secret doors, hidden treasure or hidden features, their success chance is 1-2 on the roll of 1d6.

IMMUNITY TO PARALYSIS

Elves are naturally immune to the paralysis induced by ghouls and thouls. They are normally affected by other types of paralysis.

BREATH WEAPONS RESISTANCE

When they reach 14th level, the elves develop a natural resistance to all of the breath weapon attacks. When it happens, the elf takes autìiomatically half damage from any breath weapon, and may still use his saving throws to reduce the damage even more.

FIGHTER'S COMBAT OPTIONS

Elves can learn the same combat skills as a fighter, they just need to undergo a special training to learn new combat styles and skills that allow them to perform different actions when

fighting. To learn these skills, an elf needs training.

Training: Training needs to be done in a fighting school, in the Army or the City guards corps, or at any higher level fighter's place. The training must be done with human teachers, or with elf teachers that already know these skills. Elves above level 9 usually learn their new skills from Masters and Grand Masters of the knight orders, high officials of the Army, and other similarly famous characters.

The teacher always requires the payment of a training fee, which is normally of about 500 Dc per week, but some teachers may ask for up to 20% more or less, depending on the situation. At the end of the training, the new abilities are automatically learned.

CHARGE

An elf may train to learn this maneuver at any level, but he needs to have the general skill *Riding: horse* with a score of 15 or more points and at least Base mastery with the knight's lance. Training for this skill takes 1 week time. An Elf may only charge when mounted on a horse, and only with the knight's lance. It is not possible to charge without being on horseback. The DM may allow a character to charge when mounted on different creatures, if they are properly trained. The Player playing the Elf should always check this possibility with the DM when picking his ride.

A charging elf needs to ride his horse for at least 20 m for the charge to be effective, and rolls to hit as usual. If the attack hits the enemy, the damage dealt to the enemy is automatically doubled.

SET SPEAR AGAINST CHARGE

This skill can be learned at any level and only needs one week training.

An Elf may use this skill to strike back at a charging enemy with the same strength. The Elf needs to push the back of the spear to the ground and

aim with the tip to the enemy. When the charging enemy arrives, the elf rolls to hit as usual and the two attacks are dealt simultaneously. If the spear hits the enemy, the damage dealt is automatically doubled. However, if the charging enemy hits the elf, his damage is doubled as well. The DM may allow the use of this skill even with different weapons, if they are similar to the spear, for example trident, pike and halberd.

SMASH

An elf lord may train to learn this skill from level 10, and must have the general skill *Muscles* with a score of 15 or more points to be able to learn it. This skill is not available for elf Mages. The training for this skill takes 2 weeks time. The elf that uses this option must say it before rolling for initiative and is always last in the initiative, because he needs time to get ready for the smash. At his round, the Elf deals his attack with a malus of -5 on his to-hit roll. If the smash hits the target, the damage is increased not by the Strength bonus as usual, but by the whole Strength score, plus the normal bonuses for mastery and magic.

PARRY

To learn this skill an Elf Lord must be at least level 10 and needs to train for 2 weeks. This skill is not available for elf mages. The character that wants to parry the attacks declares it before initiative, and may not attack for the whole round. However, all of the attacks dealt to the Elf in that round have a -4 malus on the To-Hit rolls, both in melee and ranged combat.

DISARM

The minimum level to learn this skill is 20 minus the Dexterity score of the Elf. The training to learn this skill takes three whole weeks.

This option can be used instead of the normal attacks and its use must be declared before rolling for initiative. It is possible to use this option only against enemies that hold weapons, and never against enemies that use natural weapons such as claws, tails and bites.

When trying to disarm an enemy, the Elf attacks as usual. If the attack hits the target, the victim must roll 1d20 adding the elf's dexterity modifier and subtracting his own. If the total is higher than the total dexterity of the target, the weapon falls from his hands on the ground. A disarmed creature may switch to another weapon he's carrying by simply losing his initiative in the next round. Any character that decides to pick up the weapon from the ground needs a whole round to do so. Moreover, the character is forced to show his back to the enemies to pick up the weapon, and it means that the enemy may immediately attack him with a +2 bonus on the To-Hit roll and the character may not use the shield, if he has, to protect himself.

Of course, there may be particular situations in which it may be impossible to get the fallen weapon back.

MULTIPLE ATTACKS

This option may only be learned by elf lords level 11 and above, and may allow an elf to do 2 attacks in one round at level 11 and three at level 18. This does not include the off-hand bonus attack that is available for all characters. Elf mages cannot learn this skill. An elf must train for 3 weeks to be able to deal 2 attacks per round. Another 4 weeks are needed to learn how to make a third attack per round. Note that training cannot be made if the character's level does not allow him to deal that number of attacks.

An Elf can deal multiple attacks only if he is able to hit that enemy with a roll of 2. Each attack of the multiple attack maneuver may be, at the elf's discretion, a normal attack, a disarm, a throw, a charge or set spear against charge. Multiple attacks cannot be used with missile weapons, but may be used to throw multiple ranged weapons or in melee combat or as a combination of them. All of the multiple attacks are dealt at the same initiative during the round, but can be targeting different targets, and the damage of all of the attacks is dealt in the same moment.

Multiple attacks do not allow to substitute the off-hand attack with any other option.

ELVEN MAGIC

Elves are naturally fighter-magic user dual class characters. Upon reaching level 10, they usually stop learning magic and only grow as fighters.

In lands where elves have a Tree of Life, due to the guidance of the Immortal Ilsundal, elves may chose another path, and after level 10 they can continue improving in magic, but stop developing as fighters.

In the Principalities of Glantri, both the elven clans have a Tree of Life.

ELVEN SPELLS

Elves level 5 and above who are chosen to be Treekeepers and assistant treekeepers for their clans may use some more spells, unavailable to other elves and magic-users. These spells are only taught by another treekeeper or by the tree itself and may never be found in scrolls, but may normally be researched by any elf treekeeper or assistant. Elven spells can be researched as new spells, and not as common spells. These spells cannot be written in scrolls, either.

Any elf can be a treekeeper or an assistant, no matter what path they chose upon reaching level 10. Assistants are taught the general skill *Knowledge of the Clan Relic* as soon as they are accepted. To become a Treekeeper, the skill must reach at least a score of 20.

SPELLS DESCRIPTIONS

In the next pages you will find the description of all of the spells available to elves. The spells are split between common spells and elven spells.

ELVEN MAGIC

COMMON SPELLS		
LEVEL 1	**LEVEL 2**	**LEVEL 3**
1. Charm person	1. Continual light *	1. Clarvoyance
2. Detect magic	2. Detect evil	2. Dispel magic
3. Floating disc	3. Detect invisible	3. Fireball
4. Hold portal	4. ESP *	4. Fly
5. Light *	5. Invisibility	5. Haste*
6. Magic missile	6. Knock	6. Hold person*
7. Protection from evil	7. Levitate	7. Infravision
8. Read languages	8. Locate object	8. Invisibility 3m radius
9. Read magic	9. Mirror image	9. Lightning bolt
10. Shield	10. Phantasmal force	10. Protection from evil 3m radius
11. Sleep	11. Web	11. Protection from normal missiles
12. Ventriloquism	12. Wizard lock	12. Water breathing
LEVEL 4	**LEVEL 5**	**LEVEL 6**
1. Charm monster	1. Animate dead	1. Anti-magic shell
2. Confusion	2. Cloudkill	2. Death spell
3. Dimension door	3. Conjure elemental	3. Disintegrate
4. Growth of plants *	4. Contact outer plane	4. Geas *
5. Hallucinatory terrain	5. Dissolve *	5. Invisible stalker
6. Ice storm / wall of ice	6. Feeblemind	6. Lower water
7. Massmorph	7. Hold monster *	7. Move earth
8. Polymorph other	8. Magic jar	8. Projected image
9. Polymorph self	9. Pass wall	9. Reincarnation
10. Remove curse *	10. Telekinesis	10. Stone to flesh *
11. Wall of fire	11. Teleport	11. Wall of iron
12. Wizard eye	12. Wall of stone	12. Weather control
LEVEL 7	**LEVEL 8**	**LEVEL 9**
1. Charm plant	1. Clone	1. Contingency
2. Create normal monster	2. Create magical monster	2. Create any monster
3. Delayed blast fireball	3. Dance	3. Gate *
4. Lore	4. Explosive cloud	4. Heal
5. Magic door *	5. Force field	5. Immunity
6. Mass invisibility *	6. Mass charm *	6. Maze
7. Power word stun	7. Mind barrier *	7. Meteor swarm
8. Reverse gravity	8. Permanence	8. Power word kill
9. Statue	9. Polymorph any object	9. Prismatic wall
10. Summon object	10. Power word blind	10. Shapechange
11. Sword	11. Symbol	11. Timestop
12. Teleport any object	12. Travel	12. Wish

Elven Magic

Level 1

Charm person

R: 36 m
D: see description
E: One humanoid creature

This spell only affects humans, demi-huans and humanoids. It doesn't affect undead creatures, constructs, animals, enchanted creatures and any creature with more than 4+1 HD.

The victim of this spell may resist it with a saving throw against spells. If the save fails, the victim will feel a strong fascination towards the caster, and will consider him his best friend. The victim will try his best to protect the caster from any danger or threat.

If the caster can speak a language that the victim knows, he may give orders to him in the form of suggestions and friendly advise. The victim will nevertheless avoid obeying any order that are against his own nature or may hurt or damage him.

Depending on the victim's Intelligence score, the saving throw must be repeated every day, every week or every month. As soon as a saving throw succeeds, the fascination ends, and with it the spell. The spell also ends if the victim is attacked by the caster, be it with spells, weapons, or with the use of harmful skills or abilities. The spell is not broken if the victim is attacked by the caster's friends.

Detect magic

R: 18 m
D: 2 turns
E: The caster sees a light coming from all the magic items in the area

When this spell is cast, the caster's eyes become capable of recognizing magic. The caster himself will see all of the magic items, enchanted creatures and the things that are under a spell within the radius of the spell, shining of a bright red light. Obviously, if something is hidden, its light will be hidden as well, and the caster will not be able to see it either.

Floating disc

R: 0
D: 6 turns
E: An invisible magic disc of energy that stays within reach of the caster

The spell summons a horizontal platform of energy, invisible and with a diameter of 1,5 m, which may be used to carry up to 5.000 coins or 200 kg of weight. The disc may not be created in an area where there's already some item or creature. The disc appears at the caster's waist level and always moves with the caster, always keeping at the same level.

The disc may not be used as a weapon and, when the spell ends, it just disappears, dropping everything that it was carrying.

Hold portal

R: 3 m
D: 2d6 turns
E: A door, a gate, or anything similar

This spell magically blocks a door so that it may not be opened. The second level spell *Knock* may cancel this spell and open the door. Creatures wth 3 HD or levels more than the caster may try to force the door open (using the *open doors* rules), but if the door isn't held open, it will slam closed again.

Light *

R: 36 m
D: 6 turns +1 turn per level of the caster
E: A light that lights up a 4,5 m radius sphere

This spell generates a white light source, extremely bright, and must be cast on a creature or an item. If cast on an item, the light moves with it. If cast on the eyes of a creature, the creature may save vs. spells to avoid its effect. If the save fails, the victim is blinded until the end of the spell. If the save is a success, the light materializes in the air and when the creature moves, the light doesn't move with it.

The reverse of this spell, *Darkness,* summons complete darkness in a 4,5 m diameter sphere. The magic darkness blocks all kinds of vision, except infravision. *Darkness* and *light* can be cast to counter each other.

If *Darkness* is cast on the eyes of a creature, the creature must save vs. spells and, if the save fails, the creature will be blinded until the end of the spell. If the save succeeds, the spell bears no effect.

Magic missile

R: 45 m
D: 1 turn
E: Summons a magic arrow, +2 every 5 levels
Element: Dark

This spell summons one magic arrow, plus another 2 arrows for every 5 levels of the caster after the first.

The arrows summmoned with this spell can be shot immediately or be kept floating around the caster to be used later on. In this case, they move with the caster until he shots them towards any target or until the spell ends. Each arrow can be shot indemìpendently from the others and can be aimeda at a different target.

The arrows automatically hit the target, but the caster must see any target he wants to hit, and the targets must be within 45 m from the caster.

Each arow deals 1d6+1 damage. This damage cannot be reduced with any saving throw.

Protection from evil

R: Personal
D: 6 turns
E: Protects the caster

This spell summons a thin, invisible, magic barrier around the body of the caster, at about 2 cm distance from it, that moves with the caster. For the

duration of the spell, all of the attacks directed towards the caster suffer a -1 malus to the to-hit roll and the caster gains a +1 bonus on all of his saving throws. Moreover, enchanted creatures can't touch the caster or attack him, except with ranged weapons, spells and area effects.

If the caster is involved in a combat while this spell is active, the effect slightly changes and the enchanted creatures may be able to attack him. However, the modifiers to the attacks and saves still apply.

Read languages

R: Personal
D: 2 turns
E: The caster may read any languages

This spell allows the caster to read any language or secret code, there included runes, treasure maps and secret symbols. The caster may read and understand everything that's written, but he may not speak those languages.

Read magic

R: Personal
D: 1 turn
E: The caster may read magic writing

This spell allows the caster to read, but not to cast, any spell, rune or word found on magic scrolls and other items, and to decypher texts written with magic ink.

A magic user doesn't need this spell to read magic writings that he already decyphered with this spell before, nor to read anything that he wrote himself.

Shield

R: Personal
D: 2 turns
E: Protects the caster

This spell summons a thin, invisible, magic barrier around the body of the caster, at about 2 cm distance from it, that moves with the caster. The caster gains an AC of 2 against ranged

attacks and 4 against melee attacks. This AC can be improved with the Dexterity bonus and magic items.

Shield also protects the caster from the magic missiles: for every magic missile hitting the caster, he may roll a save vs. spells and, if he succeeds, the magic missile doesn't cause any damage.

Sleep

R: 72 m
D: 4d4 turns
E: 2d8 HD of creatures in a 12 X 12 m area fall asleep

This spell affects 2d8 HD of creatures in an area not bigger than 12 X 12 m. Sleep doesn't affect undead creatures, constructs, enchanted creatures, any creature that doesn't sleep, and any creature with more than 4+1 HD. If in the affected area there are creatures of different sizes, the ones with less HD are hit first. If the dice roll scores less than the HD of the smallest creature in the area, the spell bears no effect.

The creatures hit by the spell immediately fall asleep. No save is allowed to resist this spell.

A creature that's asleep may be awakened hitting it or may be killed with a sharp weapon without any regard to its AC or HP.

Ventriloquism

R: 18 m
D: 2 turns
E: The voice of the caster comes from another place

This spell causes the voice of the caster to come from another place within the radius.

Level 2

Continual light *

R: 36 m
D: Permanent
E: : A light that lights up a 9 m radius sphere

This spell generates a white light source, extremely bright, and must be cast on a creature or an item. If cast on an item, the light moves with it. If cast on the eyes of a creature, the creature may save vs. spells to avoid its effect. If the save fails, the victim is blinded until the end of the spell. If the save is a success, the light materializes in the air and when the creature moves, the light doesn't move with it.

The reverse of this spell, *Darkness,* summons complete darkness in a 9 m diameter sphere. The magic darkness blocks all kinds of vision, except infravision. *Continual darkness* and *continual light* can be cast to counter each other.

If *Continual darkness* is cast on the eyes of a creature, the creature must save vs. spells and, if the save fails, the creature will be blinded until the end of the spell. If the save succeeds, the spell bears no effect.

Continual darkness cannot be countered by *light* and, in the same way, *continual light* cannot be countered by *darkness.* Only the reverse version of the same spell works against each of them. However, *continual light* or *continual darkness* can be used to counter respectively *darkness* and *light*.

Detect evil

R: 18 m
D: 2 turns
E: Detects evil items and creatures in the area

This spell allows the magic-user to see every evil item in the area shining a blue light. Moreover, every creature in the area that has evil intentions will be

shining blue as well. However, the magic-user may not perceive the creatures thoughts. The spell does not identify chaotic creatures, because it only detects the intentions of each creature in that moment.

Traps and poisons are neither good or bad, just dangerous, thus this spell will not identify them. Curses are always bad and can be identified.

The effects of this spell cannot be avoided with any saving throw.

Detect invisible

R: 3 m per level of the caster
D: 6 turns
E: The caster sees invisible things

Using this spell, the caster is able to see every invisible thing and creature in the radius of the spell. No save is allowed to resist the effect of this spell.

ESP *

R: 18 m
D: 12 turns
E: intercepts thoughts in one direction

This spell allows the caster to perceive the thoughts f other creatures. The caster must concentrate for 6 rounds in the direction where he wants to check, to clearly hear the thoughts of a creature in the radius.

The caster may understand the thoughts of any living creature, regardless of languages known or used. Undead creatures, non intelligent creatures and constructs are immune to this spell.

If more than a creature is in the direction and in the radius of the spell, the caster may only perceive pieces of sentences and confused thoughts. In this case, he may always concentrate for another 6 rounds to focus his attention on only one creature. *ESP* is not reduced by wood and liquids, and may penetrate stone walls up to 150 cm thick. However, a thin layer of lead is enough to block it completely. Whoever

is affected by the ESP may try to save vs. spells to resist its effect.

The reverse of this spell (*Mind shell*) may be cast on any creature the caster may touch or on the caster himself. The target of the *Magic shell* is immune to *ESP* and any other attempt of mind reading until the spell lasts.

Invisibility

R: 72 m
D: Permanent, until it's interrupted
E: Makes an item or a creature invisible

This spell makes an item or a creature invisible. When a creature becomes invisible, all of the equipment of the creature and the carried items become invisible as well. Items carried by invisible creatures become visible when the creature drops them.

If the caster casts invisibility over an object that is not being carried by anyone, that object becomes visible whenever touched by any creature.

Invisible creatures keep their invisibility until they attack, cast spells, or use any offensive skills against other creatures.

The effect of *Invisibility* may not be avoided with any saving throw.

A light source, like a candle, a torch or a lantern, may become invisible. However, the light that radiates from it will still be visible, like a disembodied light spell.

Knock

R: 18 m
D: Special: see the description
E: Opens a closed or magically locked lock

The spell opens any type of lock, padlock, or blocked door, may it be just locked with a key or magically locked, and can also be used to open any secret door that the characters may have found. In the last case, the characters won't need to find the trigger to open the door, because the spell will open it for them.

Spells that keeps the locks and the doors closed will still be active on the target, if the spell is not cast expressely to dispel *wizard lock* or *hold portal*. Thus, if a door is open with this spell without removing the blocking spell, that spell will affect the door again when it will be closed.

This spell can be used to open any blocked gate, any door that's stuck, any locked chest and any barred door, causing the bar to fall on the floor. If used to unlock a door that's closed with more than one locks or systems, it will only open one of the locks, leaving the other ones in place.

If this spell is used to open anything that has a lock connected to a trap, that lock will open without triggering the trap.

Levitate

R: Personal
D: 6 turns +1 turn per level of the caster
E: The caster can levitate

This spell allows the caster to move in the air, floating up or down, but not sideways, with no need for any support. The horizontal movement may be achieved holding onto walls, or pulling on a rope, or even having someone on the ground pulling the caster around. Other ways can be found as well.

The maximum speed of a levitating spellcaster is 6 m per round. The spell can't be casted on an object or a target different from the caster himself.

When levitating, the caster may carry along another creature of human size, if he doesn't wear any metal armor or doesn't carry along very heavy stuff.

Locate object

R: 18 m +3 m per level of the caster
D: 2 turns
E: Locates an item in the spell radius

Using this spell the caster can find a specific item or any common item. The caster must know exactly the look of the item he wants to find. The spell

shows him the direction to follow to find the closest item corresponding to the description given, in the radius of the spell. The caster doesn't know the actual distance of the item, but only the direction. If no item matching the description is to be found in the radius of the spell, the spell bears no effect and is wasted.

MIRROR IMAGE

R: Personal

D: 6 turns

E: 1d4 images of the caster appear

Using this spell, the caster materializes 1d4 illusions that look exactly like him and mirror all his actions. The images materialize close to the caster and must always be all within a 4,5 X 4,5 m area, moving, talking and casting whenever the caster does these things. Concentration is not needed to keep the illusion. The images are summoned for 6 turns, but they disappear immediately if they are hit. Images are not real and may not do any real action, or anything different from the actions the caster does.

Each attack that hits the caster while there's at least one mirror image around will automatically hit an image, leaving the caster unharmed. If the caster and all of his images are hit at the same time by an area attack, all of the images are dissolved and the caster takes the damage normally.

PHANTASMAL FORCE

R: 72 m

D: Concentration

E: An illusion in a 6 X 6 X 6 m cube

This spell materializes an illusion that modifies the aspect of the affected area. With this illusion, the caster may create only items and creatures he knows. If the caster tries to create the illusion of something he never saw, the illusion may not be well made, and whoever sees it will be allowed a save

vs. spells to realize that the illusion is not real.

If the illusion is not used to attack, it disappears as soon as it's touched.However, if it is used to create a monster, the monster has AC9 and will disappear as soon as any attack will hit it.

The illusion will exist only as long as the caster keeps his concentration on it. If the caster moves faster than half his normal movement rate, takes any damage or fails a saving throw, the concentration is lost and the illusion disappears.

If the illusion is used to create an illusory attack (a swarm of arrows, a falling wall, a fire explosion or something alike), the targets may save vs. spells. If they succeed, they realize they didn't take any damage and the attack was only an illusion. If they fail, though, the damage taken will not be real and the victims may not die for it. The creatures "killed" by an illusion are just passed out, the ones turned to stone are only paralyzed, and so on.

Collateral effects of the illusion, like passing out and paralysis, are dissolved after 1d4 turns since when they take place

WEB

R: 3 m

D: 48 turns

E: A sticky web 3 X 3 X 3 m cube

This spell creates a mass of sticky and gluey strings, very hard to cut, that block the affected area. Only fire can destroy the web easily.

Giants and other creatures with a huge strength may destroy the web in 1d4+1 rounds. A human with an average strength score would need 2d4+2 rounds to get through it.

The fire from a torch or a lantern may destroy the web in 2 rounds, but all of the creatures trapped in the web will suffer 1d6 fire damage per round.

Whoever wears the *gauntlets of ogre power* may destroy a web in 4 rounds.

WIZARD LOCK

R: 3 m

D: Permanent

E: Magically locks a lock closed

This is a more powerful version of *hold portal* spell. This spell works on any lock, but it may also not be on a door, and it is permanent, until dispelled.

Knock spell immediately cancels a *magic lock*.

A door locked with this spell may be normally opened only by the caster or another arcane spellcaster with 3 or more levels more than the caster himself. If it happens, the spell is not removed and the door locks closed again, once nobody is holding it open anymore.

ELVEN MAGIC

LEVEL 3

CLARVOYANCE
R: 18 m
D: 12 turns
E: The caster may see through the eyes of another creature

Using this spell the caster may see a place through the eyes of a creature that is in that place. The creature must be within the range of the spell and in the direction or the place chosen by the catser. The effect of this spell may be blocked by walls of stone for more than 1,5 m thickness or any thin layer of lead. To be able to see through the eyes of a creatre, the caster needs one whole turn. After that time, the caster may at any time decide to swap for another creature, even in a different area.

If in an area there is more than one creature, the caster may pick the creature he wants to use only if he knows that the creature is in that place. Otherwise, the caster will see through the eyes of any creature, randomly picked, in the area. Note that the caster has no control at all on the actions of that creature, therefore the creature may not look anywhere useful for a while, may decide to take a nap, or leave the area in any moment. Moreover, the caster may only see. He won't hear anything that happens in that place.

DISPEL MAGIC
R: 36 m
D: Permanent
E: Dispels all magic in a 6 X 6 X 6 m cube

This spell dispels the effects of every other spell in a cube 6 X 6 X 6 m side, but won't affect magic items. The effects of spells cast by characters that have same level or a lower level than the caster are automatically dispelled. Spells casted by characters that have a higher level may be too strong to be

dispelled. The chance of not dispelling these spells is 5% per level of difference between the two casters. This chance must be determined for every effect separately.

The effects of magic items are automatically dispelled.

FIREBALL
R: 72 m
D: Instant
E: A fire explosion burns enemies and destroys buildings
Element: Fire

This spell generates a magic ray that explodes in a sphere of fire with a radius of 6 m. The fireball deals 1d6 damage per level of the caster to each creature that is in the radius of the explosion.

Each victim may save vs. spells to half the damage dealt by the spell, rounding down. The *Fireball* must be used with care in buildings, caves and other closed places, as it may cause some structure damage and the whole building or complex may collapse.

FLY
R: Touch
D: 1d6 turns +1 turn per level of the caster
E: A creature may fly

This spell allows the caster or the touched target to fly moving in any direction through the air at a speed of 108 (36) m by mere concentration. Concentration is only needed to move while flying, therefore a flying creature may still float in the air without moving to do other actions, and won't fall to the ground if he loses the concentration. When the spell expires, if the flying creature is not on the ground, he will just fall until he reaches it.

HASTE *
R: 72 m
D: 3 turns
E: Speeds up the actions of a group of creatures

This spell may affect up to 24 creatures that are in an area up to 18 m diameter. These creatures may now do whatever action at double their normal speed, including movement. They can shoot twice as often with missile weapons or do a double number of attacks with melee weapons. This spell does not affect spellcasting or the use of magic items. To perform these actions a whole round will still be needed.

The reverse of this spell, *Slow*, may be used to counter the effects of *Haste*, and the other way round. *Slow* slows down the actions of a group of creatures, so that they will move at half speed and they will be attacking at half their normal rate. This means that a creature that normally does only one attack may attack only once every two rounds. *Slow* doesn't affect the use of magic items and spellcasting, either.

Whoever is affected by one of these two spells may try to avoid its effect saving vs. spells.

HOLD PERSON *
R: 36 m
D: 1 turn per level of the caster
E: Paralyzes up to 4 humanoid creatures

This spell may only be used against humans, demi-humans and humanoids. It has no effect against undead creatures, constructs and any creature bigger than an ogre.

Each victim of this spell may save vs. Paralysis to avoid its effect. Whoever fails the save is paralyzed for the whole duration of the spell.

The caster may decide to cast this spell on a single target instead of a group. In this case, the target gets a -2 malus on his saving throw. If cast on a group, it may hit up to 4 targets, but in this case no malus is applied to the saving throw.

The reverse of this spell, *Free person*, removes any form of paralysis from up to 4 humanoid targets.

ELVEN MAGIC

INFRAVISION
R: Touch
D: 1 day
E: The target acquires infravision

This spell allows the target to see in the dark up to 18 m away with an infravision that works exactly like the one elves and other semi-humans have. Please note that this spell, normally completely pointless for elves, can be used by elves to get some kind of vision back, if they are blind.

INVISIBILITY 3 M RADIUS
R: 3 m
D: Permanent until broken
E: Every creature within 3 m from the caster becomes invisible

This spell makes every creature within 3 m from the caster invisible, including all of the equipment and the items carried by those creatures. The creatures that later on get more than 3 m away from the caster become visible and won't become invisible anymore, even if they get back in the area of the spell. Whoever enters the area after the spell has been cast is not affected, either.

If the caster casts invisibility over an object that is not being carried by anyone, that object becomes visible whenever touched by any creature.

Invisible creatures keep their invisibility until they attack, cast spells, or use any offensive skills against other creatures.

The effect of *Invisibility* may not be avoided with any saving throw.

A light source, like a candle, a torch or a lantern, may become invisible. However, the light that radiates from it will still be visible, like a disembodied light spell. This spell's area moves with the caster, keeping anyone in the area invisible as long as the effect lasts. However, if the caster becomes visible, the spell ends and every other creature that was affected by the spell becomes visible as well.

LIGHTNING BOLT
R: 54 m
D: Instant
E: A lightning bolt strikes the enemies
Element: Lightning

This spell creates a lightning bolt that starts from any point within 4,5 m from the magic user and stretches for 18 m in a straight line. The lightning bolt then keeps going in the same direction until it reaches the end of the range of the spell, or until the caster stops it. A lightning bolt may never be stopped before extending for at least 18 m.

All the creatures hit by the lightning bolt get 1d6 points of Lightning damage per level of the caster. Each target may try and half the damage by saving vs. spells.

Whenever a lightning bolt hits a hard surface, such as a wall, a mirror or a very big tree, it bounces back towards the caster. Note that a lightning bolt does not reflect following Physics laws.

PROTECTION FROM EVIL 3 M RADIUS
R: 3 m
D: 12 turns
E: A magic barrier that keeps evil at bay

This spell summons a magic barrier that stretches like a bubble all around the caster at a distance of 3 m from him and moves with him. For the duration of the spell, all of the creatures within the barrier will get a +1 to all of their saving throws, and all of the attacks dealt to them suffer a -1 malus to hit.

Moreover, enchanted creatures may not attack anyone within the barrier, except that with spells, area attacks and ranged attacks.

When a character within the barrier attacks someone that's outside, the effect slightly changes: the enchanted creatures will be allowed to attack the ones in the barrier, but the barrier still grants every creature inside the bonus to saving throws and gives to anyone outside the malus to hit.

PROTECTION FROM NORMAL MISSILES
R: 9 m
D: 12 turns
E: The target is immune to non magic missiles

This spell grants complete protection from all the non-magic and small missiles, like arrows, quarrels, blowgun darts, sling berries, and so on. The missiles just hit the barrier created by the spell and bounce away, falling on the ground and automatically missing the target.

The spell grants a bonus of 3 points to the armor class ahen the target is attacked with magic or enchanted missiles, with big missiles, like catapult boulders, ballista darts and the likes, or with any other ranged attack, like a thrown hammer, dagger or axe.

WATER BREATHING
R: 9 m
D: 24 hours
E: A creature may breath in the water

This spell allows the caster or any other target to breathe normally under water, with no maluses and without taking any damage, regardless of the depth of the water. The spell does not affect the movement of the target, or his skills, nor it affect his ability to talk, cast spells, or breathing air when out of water.

ELVEN MAGIC

LEVEL 4

CHARM MONSTER

R: 36 m
D: Special: see description
E: Charms up to 18 creatures

This spell works exactly like first level *charm*, but it may affect any creature. If the spell is cast on creatures with 3HD or less, it hits 3d6 creatures at the same time. If the target has more than 3 HD, the spell can be cast on only one creature. Each victim may save vs. spells to avoid being fascinated. If the save fails, each victim feels a strong fascination towards the caster, and will consider him his best friend. The victim will try his best to protect the caster from any danger or threat.

If the caster can speak a language that the victim knows, he may give orders to him in the form of suggestions and friendly advise. The victim will nevertheless avoid obeying any order that are against his own nature or may hurt or damage him.

Depending on the victim's Intelligence score, the saving throw must be repeated every day, every week or every month. As soon as a saving throw succeeds, the fascination ends, and with it the spell. The spell also ends if the victim is attacked by the caster, be it with spells, weapons, or with the use of harmful skills or abilities. The spell is not broken if the victim is attacked by the caster's friends.

CONFUSION

R: 36 m
D: 12 rounds
E: generates confusion in up to 18 creatures

This spell generates confusion in many creatures altogether: it hits all of the creatures in a 9 m radius around the target. The victims with 2 HD or less are not allowed any save. Victims with 2+1 HD or higher must save each round for the time they stay or walk through the affected area. If only one save fails, the creature falls into confusion and is not allowed any more saves until the end of the effect of the spell.

A confused creature is not able to think rationally and will do random actions. To determine the actions of a confused creature, the DM must roll 2d6 for each confused creature and check the result in the following chart

2d6	Action
2 - 5	Attacks the group of the caster of *confusion*.
6 - 8	Stares in the air and does nothing for the round being.
9 - 12	Attacks his own group.

Creatures under *confusion* are not able to cast spells of any kind or to use magic items. They will use whatever weapons they have in their hands and will not change them or take out any weapon to fight. If they are bare-handed, they fight bare-handed.

DIMENSION DOOR

R: 3 m
D: 1 round
E: Safely moves a living being

This spell moves a living being within 3 m from the caster or the caster himself to another place that must be within 108 m distance from the caster. The caster may pick the destination as he prefers, but it must be on solid ground and cannot be into a solid item or into the ground. If the destination is invalid, the spell bears no effect and is wasted.

If the caster does not know the destination well, he may just specify the distance by using three coordinates whose sum is not higher than 108 m.

If the target of the spell doesn't want to be moved, he is allowed a save vs. spells to avoid it.

GROWTH OF PLANTS *

R: 36 m
D: Permanent until dispelled
E: Makes 300 sqm of plants grow

This spell causes normal bushes, trees and plants to grow extremely fast, so that they become an entangled mass of thorns, vines, leaves and stolks. The spell may affect an area of 300 sqm, but shape and exact size are decided by the caster. Only plants that are completely inside the area of the spell can be affected, but the area does not need to be completely within the range of the spell.

Normal sized creatures cannot get through the affected area: only very small creatures can get through, and gigantic creatures can open a passage through, as well. The effect is permanent until the plants are destroyed, or until the spell is dispelled by using the reverse of this spell (*Reduction of plants*) or a *Dispel magic* spell.

The reverse spell causes all of the plans in the affected area to rapidly reduce in size, making it possible for anyone to get through the area.

Both *Growth of plants* and its reverse do not affect plant monsters and elven trees of life.

HALLUCINATORY TERRAIN

R: 72 m
D: Permanent until dispelled
E: Changes or hides terrain features

This spell creates an illusion of an element of the landscape, and may be used both inside a building or outdoors. The illusion alters the real shape of the landscape and may influence anything within the range of the spell, but not things partially out of the affected area.

The effect of the spell lasts until a living creature touches the illusion, or until it's dispelled with magic.

ICE STORM / WALL OF ICE

R: 36 m
D: instant / 12 turns
E: An ice blast or a wall of freezing storm

Element: Cold

This spell can be cast in two versions: an ice storm that hits the enemies, or a wall of ice to block the passage to the enemies. When an Arcane spellcaster learns this spell, he learns both versions, but when he memorizes spells in the morning, he must decide which version he wants to memorize.

Ice storm hits a 6 X 6 X 6 m cube area and causes to all of the creatures in the area 1d6 damages per level of the caster. Each victim may save vs. spells to receive only half the damage, round down. Fire creatures get a -4 malus on their saving throw to reduce the damage, while frozen creatures do not receive any damage from it.

The *Wall of ice* is a thin vertical wall that may take any shape or size, up to 108 sqm. The caster may decide where to summon it and what shape and size it will have. Creatures with 4 Hd or less cannot get through the wall, which is opaque and blocks vision. Creatures with more than 4 Hd may get through the wall, but they take 1d6 cold damage and, if they are fire creatures, they get double damage. The wall must be raising from the ground or a solid support, and cannot be summoned in a space where there is some item or creature. Non-magic missiles thrown at the wall are destroyed. Magic missiles are not affected.

MASSMORPH
R: 72 m
D: Permanent until dispelled
E: Generates the illusion of a wood

This spell may affect up to 100 humans or humanoids of similar size that are in the range of the spell. All of these creatures appear as trees of a wood. The spell only affects creatures that agree to be targeted by it.

Creatures bigger than humans can also be affected by the spell, but in that case, the DM will count them as 2 or more humans each, up to a maximum total of 100. The illusion is perfectly realistic and anyone who sees the trees, walk among them and touches them will actually think that these are real trees. The spell can be only cancelled by a *dispel magic* spell. Otherwise, the illusion is cancelled when the caster decides to end it.

Each creature takes its normal shape if it moves out of the affected area, and if it happens it may not become a tree again going back in the area. Movements within the affected area don't cancel the illusion.

POLYMORPH OTHER
R: 18 m
D: Permanent until dispelled
E: Transforms a living creature

This spell transforms a living creature into another creature. The new shape must not have more than twice the HD of the original form, otherwise the spell bears no effect and is wasted. The number of HP of the target is not affected by the transformation.

The target of this spell becomes the new creature and acquires all of the physical, magic and special abilities of the new form, there including instincts, alignment and behaviour.

This spell can never produce the exact copy of any individual, but just a generic specimen of the selected creature.

The victim of this spell may avoid being transformed by saving vs. spells. The effect of the spell is permanent, however the transformation can be cancelled by using another *polymorph other* spell. The effect of the spell also ends when the creature dies.

The spell does not affect the equipment of the polymorphed creature. Note that all humans and elves level 10 or above are considered creatures with 9+ HD, while all Nagpas above level 7 are creatures with 13+ HD.

POLYMORPH SELF
R: Personal
D: 6 turns +1 turn per level of the caster
E: The caster transforms

This spell allows the caster to take a different shape, taking the look of another living creature. It doesn't allow to reproduce the exact copy of any individual, but just a generic specimen of the selected creature. The HD of the selected form must be equal or lower to the level of the caster.

The transformation doesn't affect the caster's AC, HP, hit rolls and Saving Throws. The caster does not acquire the new form's special and magic abilities, but only the physical ones.

While the caster is polymorphed, he cannot cast any spells. The effect of the spell ends in 6 turns, plus 1 turn per level of the caster, if the spell is not dispelled. The caster may decide to end the spell in advance, if he wants. The caster also goes back to his normal form if he is killed.

Note that this spell transforms all of the caster's equipment with him, including the magic items.

REMOVE CURSE *
R: Touch
D: Permanent
E: Removes any curse

This spell removes a curse cast on a person, a place or an item. Some curses, especially the ones on magic items, may only be remove for a limited time, at the DM's discretion. To remove them permanently may be necessary to use the clerical spell *Dispel evil* or a *Remove curse* cast by a very high level magic-user. If the DM wants, curses on the magic items may also be removed by removing the reason for the curse, which usually is achieved through some adventure.

The reverse of this spell, *Curse*, casta a curse on a victim. The caster may decide what kind of curse he wants to cast, but he must be careful,

because if the curse is too strong, it may backfire onto him. The target of a curse may avoid its effect by saving vs. spells.

Some typical limits of the curses are: no more than 4 points of malus on to-hit rolls, -2 to saving throws or -8 to the Prime Requisite.

WALL OF FIRE
R: 18 m
D: Concentration
E: Summons a wall made of flames
Element: Fire

This spell summons a wall of fire, thin and vertical. The wall may take any shape or size, up to 108 sqm. The caster may decide where to summon it and what shape and size it will have. Creatures with 4 Hd or less cannot get through the wall, which is opaque and blocks vision. Creatures with more than 4 Hd may get through the wall, but they take 1d6 fire damage. Creatures of cold, undead creatures and creatures susceptible to fire get double damage. The wall must be raising from the ground or a solid support, and cannot be summoned in a space where there is some item or creature. Non-magic missiles thrown at the wall are destroyed. Magic missiles are not affected.

The caster must keep his concentration to hold the wall in place: it means he may not move faster than half is normal rate, cast spells, attack or use any skills that need some kind of activity. Once the concentration is broken, the spell ends.

WIZARD EYE
R: 72 m
D: 6 turns
E: Summons an invisible flying eye.

This spell summons an invisible flying eye that the caster may use to see what's happening somewhere else. The wizard eye has the size of a normal human eye and may also use infravision up to 18 m distance. It floats in the air and may move up to 36 (12) m speed, but it may not get more than 72 m from the caster and it may not pass through solid obstacles.

To see through the wizard eye, the caster must concentrate, following the normal procedure. However, to move the eye around, there's no need of any concentration, and the eye does not disappear if the concentration is broken.

LEVEL 5

ANIMATE DEAD
R: 18 m
D: Permanent
E: Animates zombies or skeletons

Check *limits to magic* for details about animated undead creatures. This spell allows the caster to use dead bodies in the spell range to raise skeletons and zombies at his service.

These undead will obey any order of the caster and are permanent, until killed, destroyed by a cleric, or by a *dispel evil* spell. The undeads that can be raised with one spell are 1 HD per level of the caster.

Raised skeletons have a number of HD equal to the HD of the creature raised. Zombies have 1 extra HD.

Humans and humanoids raised as sekeletons always have only 1 HD, while zombies always have 2 HD.

Raised undead creatures may not use spells or magic items that can only be used by clerics and arcane spellcasters, but have all of the immunities typical of undead creatures, they don't get tired and don't need food or sleep.

CLOUDKILL
R: 30 m
D: 6 turns
E: Summons a moving cloud of poisonous gas.
Element: Air

The spell summons a cloud of poisonous gas with a diameter of 9 m and 6 m tall, that materializes close to the caster. The cloud can move up to 18 m per turn (6 per round) in the direction of the wind or, if there's no wind, in a direction decided by the caster. The cloud is heavier than air, and will generally stick to the ground, slide down slopes and fill holes. The cloud is destroyed if it touches trees or rich vegetation.

If the cloud is summoned in a smaller area, like a corridor or a room, its size may be smaller than usual, but it will fil the area completely.

All of the creatures that are caught inside the cloud lose 1 HP per round. Each victim with less than 5 HD must save at every round vs. poison, otherwise is poisoned with a lethal poison.

Conjure elemental
R: 72 m
D: Concentration
E: Summons an elemental

This spell allows the caster to summon an elemental that may have up to 16 HD. The spell may not be used more than once per day for each element.

The elemental follows any order given by the caster and that he may actuallly execute. To keep control of the elemental, the caster needs to concentrate, cannot move faster than half his normal movement rate, and may not cast any other spells or fight. If the caster loses control of the elemental, he cannot gain it back.

Elementals that are not under the caster's control anymore attack the caster and try to kill him, and are free to attack anyone on their road to get him.

An elemental that's being controlled through concentration may be unsummoned by mere concentration, sending him back to his elemental plane.

An elemental that's not being controlled, or that's being controlled by someone else, may be unsummoned using the spells *Dispel magic* or *Dispel evil*.

Contact outer plane
R: Personal
D: Special: see description
E: The caster may receive answers to his questions

This spell allows the caster to contact one of the outer planes of existance to get some help from the knowledge of the Immortals. The Immortals, wise and powerful, usually live in the farthest planes, and sometimes the contact with their minds may be disruptive for the mind of the mortals. The further away the plane a spellcaster tries to contact is, the easier it is for him to get the correct answers to his questions. However, it is also easier for his mind not to cope with the stress and that may destroy his mind.

The distance of a plane is equal to the number of planes that one would have to travel through to reach that plane. This spell allows to contact Immortals living in planes whose distance is between 3 and 12 other planes away. It is the spellcaster that decides how far he wants to push his search, picking a number between 3 and 12. That number is also the number of questions that the caster will be allowed to ask before the connection ends.

The first of the outer planes is at a distance of 3, because to get there it is necessary to go through the ethereal plane, one of the elemental planes and the astral plane, in this order. There are many more planes that are further

away, but this spell cannot reach that far.

The chance of losing his mind is checked by the caster only once, when the contact is created. If the caster is level 20 or higher, the chance for the caster of losing his mind falls by 5% per level above 20th. For elves, it falls by 10% for each level after the 15th.

If the caster does not lose his mind, there's always a chance that the Immortal doesn't know how to answer a queston, or decides to lie. Chances to get an answer, and that the answer is correct must be checked for each question asked. All of these numbers are reported in the chart in this page.

The spell may only be used once per month, and the ideal moment is the night of the new moon, when the rays of the moon do not interfere with the connection.

A character that goes crazy must be kept safe and resting for a number of weeks equal to the distance between planes he went, before coming back to his mind.

Dissolve *
R: 36 m
D: 3d6 days
E: Dissolves 270 sqm of stone into mud

This spell may change up to 270 sqm of stone into mud, for a depth of no more than 3 m. Whoever is on the stone when it changes into mud may be trapped in it. The caster may decide the exact shape and size of the affected area, but he must be at no more than 36 m from where the area begins.

Every creature that passes through the affected area has its speed reduced by 90% and may also get trapped in the mud.

The reverse spell, *Harden*, transforms the same volume of mud in stone, but its effect is permanent. Whoever is in the mud when this changes back to stone must save vs.spells. If the save fails, the mud

CONTACT OUTER PLANES CHART			
DISTANCE AND NUMBER OF QUESTIONS	CHANCE OF GOING CRAZY	IMMORTAL KNOWS THE ANSWER	IMMORTAL LIES
3	5%	25%	50%
4	10%	30%	45%
5	15%	35%	40%
6	20%	40%	35%
7	25%	50%	30%
8	30%	60%	25%
9	35%	70%	20%
10	40%	80%	15%
11	45%	90%	10%
12	50%	95%	5%

becomes stone around him and he is now trapped in it.

FEEBLEMIND

R: 72 m

D: Permanent until dispelled

E: Reduces the target's Intelligence score to 2.

This spell only affects Arcane spellcasters of any kind. The victim loses all of his mental abilities, including spellcasting, speaking and even thinking normally. The Intelligence score of the target reaches 2 points. Any spellcaster may avoid the effects of this spell by saving vs. spells with a -4 malus.

The effect of this spell may only be removed with a *Dispel magic* spell or with a cleric's *Cureall* spell.

HOLD MONSTER *

R: 36 m

D: 6 turns +1 turn per level of the caster

E: Paralyzes up to 4 monsters

This spell is similar to *hold person* spell, but it may be used on any living creature. It has no effect on undead creatures and constructs.

Each victim of this spell may save vs. Paralysis to avoid its effect. Whoever fails the save is paralyzed for the whole duration of the spell.

The caster may decide to cast this spell on a single target instead of a group. In this case, the target gets a -2 malus on his saving throw. If cast on a group, it may hit up to 4 targets, but in this case no malus is applied to the saving throw.

The reverse of this spell, *Free monster*, removes any form of paralysis from up to 4 targets.

MAGIC JAR

R: 9 m

D: Special: see description

E: The caster possesses another body

To cast this spell, the caster must have an item ready for the purpose. It may be a jewe or gemstone, a bottle, a jar, or any similar item, of any size, that costs at least 1.000 Dc and must be within the range of the spell. This item is called a magic jar.

When the spell is cast, the caster falls in a deep trance and his spirit mgrates to the magic jar. Then, the spirit of the caster may try to possess the body of any creature that gets within 36 m from the jar. The victim is allowed a save vs. spells to resist the possession and, if the victim resists, the caster may not try to possess again the same victim for a whole turn.

However, if the victim fails the save, the spirit of the victim is trapped into the magic jar, and the spirit of the caster takes the victim's body.

The caster may use the victim's body as if it was his own, but may not use the victim's special abilities or spellcasting abilities, nor he may cast his own spells while in the guest body.

A *Dispel evil* spell forces the spirit of the caster to leave the body and go back to the magic jar. If the body of the victim is destroyed, the spirit of the victim dies and the spirit f the caster is sent back to the magic jar, from where he may go back to his own body or try to possess someone else.

If the *magic jar* is destroyed while the spirit of the caster is in it, the caster dies. If it is destroyed while the spirit of the victim is in it, the spirit of the victim dies, but the caster is trapped in the victim's body.

If the body of the caster is destroyed while his spirit is in the magic jar, the spirit is trapped in the jar until he gets a chance to possess a new body.

The use of this spell is always considered a chaotic action: Neutral characters may seldom use it, while Lawful characters may regretfully use it only in extreme necessity and only in very particular circumstances.

A spirit in the magic jar doesn't grow old, does not need food or sleep, and is aware of everything happening within 36 m from it, but may do nothing. ESP may be used to perceive the thoughts of a trapped spirit. *Wish* may free the trapped spirit, but if the wish is not spoken carefully, the spirit may possess someone in the area, or may materialize as a ghost.

A spirit trapped in a magic jar may be given a new body with the 6th level spell *Reincarnation*. A spirit trapped in a body (when the magic jar is destroyed) must find another way, maybe through some very secret ritual, to get his own powers back or to go back to his own body.

PASS WALL

R: 9 m

D: 3 turns

E: Makes a 3 m deep hole in a wall

This spell opens a hole in a wall that is 1,5 m in diameter and may be up to 3 m deep. The wall may be a natural stone one, may be made of bricks, wood, or any other material, but the hole may never be deeper than 3 m.

At the end of the spell duration, the wall reappears. If someone is in the wall when the wall comes back, the spell ejects the creature, who has 50% chance to end up each side.

The hole can be made both horizontally on a wall, or vertically, on a floor.

TELEKINESIS

R: 36 m

D: 6 rounds

E: moves up to 8 kg per level of the caster

This spell allows the caster to move objects or creatures by mere concentration. The weight of the creature or the object to be moved may not exceed 8 kg per level of the caster. The target can be moved in any direction through the air at no more than 6 m per round.

The victims of this spell may avoid being moved by saving vs. spells. If the

spell is cast on something that someone is holding in the hands, the one holding it may save with a -2 malus to resist the telekinesis.

If the spell is cast on something that someone is wearing, ike a ring, a bracelet or a necklace, the creature wearing it may save with a -5 malus.

The caster must keep his concentration while using *telekinesis*, and he may not move faster than half is normal movement rate, attack or cast other spells while doing it.

When concentration ends, or at the endo of the 6 rounds, the spell ends and whatever item or creature was being moved with it falls on the ground.

TELEPORT

R: 3 m
D: Instant
E: Transports the target anywhere

This spell transports the caster or any other creature within the range of the spell to any other place in the same plane, at ground level. If a victim of this spell does not want to be moved, he may avoid it by saving vs. spells.

The target of the spell is teleported to the destination with everything he carries on himself. The destination may never be a place that is known to be occupied by some solid object or that is above ground level. The chance of reaching the destination safely depends on the care that the caster put in studying the destination that he picked, as shown in the chart in this page.

A "Random" knowledge of the place means that the caster has been in that place just once or twice, or he tries to visualize the destination based only on descriptions or through magic devices.

A "General" knowledge applies to places that the caster visited often or that he studied for many weeks, using magic as well, even if he did never visit them.

An "Exact" knowledge of the destination means that the caster spent at least some days studying all of the details of the place itself, and being in that place. Usually, the caster has an exact knowledge at least of his own home. It may be considered "exact" knowledge even if the caster is able to see the destination, phisically or by using some magic (like wizard eye, clairvoyance or crystal balls).

Every time a character uses *teleport*, the DM rolls 1d% and checks the score on the chart. If the result is "too high", the moved creature materializes 3d10 m above the destination. If he finds himself up in the air, he will fall on the ground taking 1d6 damage for every 3 m of fall (round down).

If the result is "too low", the target is teleported 3d10 m below the ground and, if he is not lucky enough to end up in some cave, he is stuck in the solid ground and dies instantly.

WALL OF STONE

R: 18 m
D: Permanent, until dispelled or destroyed
E: Summons a wall made of stone

This spell summons a vertical wall of stone, 60 cm thick, of any shape and size up to 150 sqm. The whole wall must be within 18m from the caster and must stand on the ground or another solid base. The wall can't be created in an area where there's already some creature or object.

The wall exists until dispelled with magic or until destroyed phisically.

A wall of stone that is being crushed down causes 10d10 damage to each creature that ends up under it, then it crumbles in small pieces.

LEVEL 6

ANTI-MAGIC SHELL

R: Personal
D: 12 turns
E: Blocks every magic

This spell summons a thin, invisible, magic barrier around the body of the caster, at about 2 cm distance from it, that moves with the caster. This barrier blocks every spell and spell effect that hits the caster, and every spell or spell effect coming from the caster. The caster may end the spell in any moment before the 12 turns, but he may not turn the protection up and down at will: once the protection is lowered, it's gone.

No spell or magic item may dissolve this barrier, including *dispel magic*. Only a *Wish* may cancel it.

DEATH SPELL

R: 72 m
D: Instant
E: 4d8 HD of creatures in a 18 X 18 X 18 m cube

This spell may affect up to 4d8 HD of creatures that are in the effect area of 18 X 18 X 18 m. The whole area must be within the range of the spell.

Normal plants and insects immediately die, and all of the creatures that have no HP score are not counted in the total of creatures affected.

This spell does not affect undead creatures or creatures with 8 HD or more. The smallest creatures are the first ones to be hit.

Each creature in the affected area must save vs. Death Ray or dies.

TELEPORT CHART			
KNOWLEDGE OF DESTINATION			RESULT
RANDOM	GENERAL	EXACT	
01 - 50	01 - 80	01 - 95	Success
51 - 75	81 - 90	96 - 99	Too high
76 - 00	91 - 00	00	Too low

ELVEN MAGIC

DISINTEGRATE
R: 18 m
D: Instant
E: Disintegrates an item or a creature

This spell disintegrates any item that is not bigger than 3 x 3 x 3 m or any creature. The victim may roll a saving throw to resist the effect of the spell.

The spell has no effect on magic items or on other spell effects (like a wall of fire).

GEAS *
R: 9 m
D: Until completed or removed
E: Compels one creature

This spell forces a victim either to perform or avoid a stated action. The action must be possible and non directly fatal to the geased target, otherwise the *geas* will bounce back and affect the caster himself.

When the spell is cast, the victim may save vs. spells to avoid its effect.

If the victim ignores the *geas*, penalties may be applied by the DM, until the victim either obeys the geas or dies. Suitable penalties include combat maluses, lowered ability scores, loss of spells, pain, weakness, and so forth. *Dispel magic* and *remove curse* spels do not affect a *geas*. The victim of a *geas* knows that performing the forced action was not his idea and, at the end of the spell, he may decide to seek revenge.

The reverse of this spell, *Remove geas*, will rid a character of an unwanted *geas* and its effects. However, if the caster is of a lower level than the one who cast *geas,* there is a chance of failure of 5% per level difference.

INVISIBLE STALKER
R: 3 m
D: Until the mission ends
E: Summons a creature

The spell summons an *invisible stalker* who will execute an order given by the caster. The invisible stalker will keep on pursuing his mission without caring about foood, time and distance, until the mission is completed or the stalker himself is destroyed.

Dispel evil spell forces the invisible stalker back to his plan of existence, and ends this spell.

LOWER WATER
R: 72 m
D: 10 turns
E: Halves the depth of the water
Element: Water

This spell may affect up to 1.000 sqm of water. Only a little part of the water needs to be within the range of the spell for it to be effective. The water depth in the affected area halves in depth. This spell may force ships onto shoals if the water where they are sailing is shallow.

When the spell ends, the water comes back all together, and the wave washes away most of the objects that are in the area, and eventually even on the decks of the ships that are stuck on the shoals. A ship hit by this kind of wave takes 1d12+20 points of damage, while a creature hit by it takes 3d6 damage.

MOVE EARTH
R: 72 m
D: 6 turns
E: The earth moves

This spell moves earth (but not stone) in the range of the spell, vertically or horizontallly. With this spell it is possible to generate hills and valleys, and also chasms that may be as deep as 72m if there's no stone layers under the earth.

The speed of movement of the earth is 18 m per turn and, when the spell ends, the changes are permanent. The spell is often used to dig channels and castle ditches.

PROJECTED IMAGE
R: 72 m
D: 6 turns
E: Projects an image of the caster

The spell projects an image that is an exact copy of the caster anywhere within 72 m. The image persists for 6 turns. The only way to tell apart the original and the image is touch it.

Every spell that the caster casts seems to come from the image, but the caster must still be able to see the target.

Spells and ranged attacks will not appear to affect the image. If the image is touched, or hit in hand-to-hand combat, it disappears.

REINCARNATION
R: 3 m
D: Permanent
E: Generates a new body

To cast this spell, the caster needs the part of the body of a dead creature, even if very small. From that part the whole body grows back, and some life force merges with it bringing it back to life. If a living creature died within one turn within 36 m of the new body, that will be the life force that will enter the body. If the caster has some receptacle that is holding life force in it (like a magic jar), he may put the receptacle in contact with the body during the spell, and that life force will automatically inhabit the new body. If neither of these situations happen the life force that is attracted into the body is to be determined random, with the chart in the next page. You need to roll 1d20 twice. The first roll is to determine wether the life force that merges with the body is its original life force, a human's or demi-human's life force, or a monster's life force. If the result is not "Body's original life force", you need to roll 1d20 for the second time and determine what life force exactly is being attracted in the body.

If the life force that is used is reincarnated in a body of a different race, all of the rules for the race of the new body are applied. If it is possible to keep the class, it is done, otherwise the new class is the closest allowed by the new body. The total XP do not change, but this may change the level of the creature. The Moral Alignment does not change.

If a character is reincarnated in a different body, especially if it is a monster's body, the player may decide to keep on playing with that character as it is, change character, or to keep on playing just until he finds a more suitable body. The DM may prepare an appropriate experience table for the monster, or may decide that the monster cannot have a level progression.

If, on the other hand, it is a monster's life force that gets reincarnated in a different body, the monster will behave as he would normally, using his instinct if he is not intelligent enough to understand the situation, and will have all of the abilities of the new body.

STONE TO FLESH *
R: 36 m
D: Permanent
E: Changes a stone in a creature

This spell may change a statue or any amount of stone within a 3 X 3 X 3 m cube in living flesh. This spell is very useful to change back to normal petrified characters.

If the spell is used to animate stone that was never alive, the creature born will be of the lowest possible level and will have no equipment. If with this spell a character is created that may belong to more than one class, the DM will determine it. Any creature animated with this spell is not controlled by the caster, but has his own personality and mind.

The reverse of this spell petrifies a creature with all of its equipment. To avoid being petrified, the target creature must save vs. Turn to stone.

WALL OF IRON
R: 36 m
D: Permanent until dispelled or destroyed
E: Summons a wall of iron

This spell summons a vertical wall of stone, 5 cm thick, of any shape and size up to 45 sqm. The whole wall must be within 36m from the caster and must stand on the ground or another solid base. The wall can't be created in an area where there's already some creature or object.

The wall exists until dispelled with magic or until destroyed phisically.

A wall of Iron that is being crushed down causes 10d10 damage to each creature that ends up under it, then it crumbles in small pieces.

If the wall is attacked, it has a number of HP equal to the level of the caster, A *rust monster* may destroy a wall of iron with a single touch, but otherwise it can only be daaged by huge creatures and siege weapons, and even in that case the damage dealt is only 1 per hit.

WEATHER CONTROL
R: Personal
D: Concentration
E: The caster may change the weather

The caster may influence the weather around himself for a radius of 200 m, changing it however he prefers. This spell only works outdoors, and the weather effects affect everyone in the area, including the caster. If the caster moves while keeping the concentration, the summoned weather moves with him. The spellcaster may chose among 6 different weather conditions.

Rain: To-hit rolls with missiles get a -2 malus. After 3 turns, the ground is completely covered in mud and the movement rate on the ground is halved for every creature.

Snow: Visibility reduces to 6 m and movement rate is halved. The surface of rivers, lakes and creeks turns into ice. When the snow melts, the ground is left covered in mud and the movement rate is still halved until it dries out.

Fog: The movement rate is halved and visibility is limited to 6 m. When moving across the fog, there's a big chance of getting lost and taking the wrong direction.

Sunny: It cancels any adverse weather condition, but not the consequences left by them, like mud.

Drought: Movement rate is halved. The excess of moisture dries out in 2 turns, and in the same time the mud dries out as well.

Windy: Missiles cannot be used, levitation and fly are not allowed. Movement rate is halved. On the sea, the movement rate of sailships is increased by 50%. In the desert, a sandstorm is generated, with visibility reduced to 6 m.

Tornado: creates a powerful whirlwind controlled by the caster that attacks and moves like an air elemental with 12 HD. The tornado cannot be hurt or killed. In the sea, the tornado may change into a hurricane or a whirlpool.

ELVEN MAGIC

LEVEL 7

CHARM PLANT
R: 36 m
D: 6 months
E: A tree or several smaller plants

This spell works like the first level spell *Charm person*, but it may only influence a tree, up to 6 big bushes, up to 12 small bushes or up to 24 small plants. There is no chance of saving from this spell for normal plants, but plant monsters may avoid its effect with a save vs. spells.

The plants that have been charmed are able to understand the caster and obey his orders, if they are physically capable of it. For example, they may be asked to block the path and try and make people stumble when they get close, or to grow entangled to each other to make a wall, or similar tasks. The spell lasts for 6 months, if not dispelled, but immediately ends at the beginning of the winter: when the plants stop their activities and lose their leaves, any spell influencing them is immediately broken, and they cannot be enchanted again until spring.

CREATE NORMAL MONSTER
R: 9 m
D: 1 turn
E: Creates 1 or more monsters

One or more monsters materialize from thin air. All of the created monsters are able to understand the caster's orders and always try their best to obey him.

If monsters are normally wearing armors and using weapons, they materialize with only some very standard equipment. After 1 turn, the monsters and all of their equipment disappear exactly like they materialized.

A spellcaster may create a total number of HD of monster equal to his level, with this spell. HD must always be round up, if there are any "pluses" after the HD number. The monsters

creatted with this spell must be all of the same type and must not have any special abilities (marked with * in the statistics).

This spell cannot create humans, semi-humans and undead creatures.

DELAYED BLAST FIREBALL
R: 72 m
D: Up to 60 rounds
E: A fireball explodes after a pre-determined time
Element: Fire

When the spell is cast, the caster must specify a number of rounds between 1 and 60. A stone, very similar to an average size ruby, appears in the hand of the caster or falls in the place where the caster wants to cause the explosion. Obviously, the stone can be picked up and moved, if someone finds it. When the declared time elapses, the ruby explodes in a *Fireball* that causes to all of the victims within 6 m from it 1d6 damage per level of the caster. Victims may half the damage by saving vs. Spells.

Once the spelll is cast, the time left before the explosion cannot be changed, except that with a *wish*. The stone made with this spell is magic and will be detected as magic by spells and items. However, the stone will resist any attempt of moving it with magic, making any attempt vane.

If the stone is hit by a *dispel magic*, it becomes a normal ruby.

LORE
R: Personal
D: Permanent
E: Reveals informations about a place, an item or a creature.

This spell gives the caster some knowledge about a place, a creature or ann item. If used on an item that the caster is holding in his hands, in 1d4 turns the caster will learn its name, functions and activation methods,

powers, magic words needed, and even the number of charges.

When used on an item that the caster is not holding in his hands, on a place or on a creature, the informations will be learned in 1d100 days, and may be revealed slowly, through signs and coincidences. To learn something about a legendary event, the caster may sometimes need up to one year, and quite often the informations will arrive in the form of a poem, a riddle, or some other cryptic clue.

MAGIC DOOR *
R: 3 m
D: 7 passages
E: Generates a magic passage

This spell may be cast on any wall, roof, floor or ground, but not on organic material. The spell opens a magic passage that only the caster may use, which may be up to 3 m deep. The passage is invisible for anyone except the caster, and can only be seen by casting *Detect magic*. However, even if someons finds the passage, he won't be able to use it.

The passage is closed when hit by a *dispel magic* spell, or it will close automatically when the passage has been used 7 times.

The reverse spell is an extremely powerful version of *Wizard lock*, called *Ultimate lock*: any door locked with this spell cannot be opened, forced or picked. Even *knock* would not be able to open a door locked with this spell. Moreover, the door cannot even be passed with magic. The only creature that can open and close the door at will is the caster.

Ultimate lock may also be used on a passage up to 3 X 3 m wide, to create an invisible and indestructible barrier. Only the caster may pass through the barrier as if it didn't exist.

Ultimate lock ends only if the spell is dispelled with *dispel magic* or if the caster uses the passage himself 7 times.

ELVEN MAGIC

MASS INVISIBILITY *

R: 72 m

D: Permanent, until dispelled

E: Several creatures become invisible

This spell is like 2nd level *Invisibility* spell, but it may be cast on all of the targets that are in a 18 X 18 X 18 m cube within the spell range. This spell may be used on up to 6 creatures the size of a dragon, up to 150 creatures the size of a troll or a centaur, or up to 300 creatures human size or smaller. When the spell is cast, all of the targets become invisible, with their equipment.

The reverse spell forces all of the invisible creatures in a 6 X 6 X 6 m cube to become visible. Astral and Ethereal creatures do not become visible with this spell, as they are not existing in the Prime Material Plane. Every ther kinds of invisibility are cancelled. All the creatures that become visible due to this spell may not become invisible again for one whole turn.

POWER WORD STUN

R: 36 m

D: 1d6 or 2d6 turns

E: Stuns a creature with 70 HP or less

The target of this spell is automatically stunned and may not avoid this spell's effect with a saving throw. If the victim has up to 35 HP, it will be stunned for 2d6 turns. If the victim has between 36 and 70 HP, it's stunned for 1d6 turns. Creatures with 71 HP or more are immune to this spell.

Stunned creatures may not move, attack or cast any spells, and they suffer a -4 malus on all the saving throws.

REVERSE GRAVITY

R: 27 m

D: 2 seconds

E: Reverses gravity in a 9 X 9 X 9 m cube

This spell hits every item and creature in a 9 X 9 X 9 m cube, causing

them to fall upwards. In the 2 seconds of the spell duration, this may cause up to 21 m of "upwards fall". Victims that hit a roof or any other obstacle during the "fall" take 1d6 damage per every 3 m of fall, round down. When the spell's effect ends, the gravity goes back to normal, and everything falls back down, with a big chance of taking more damage, crushing on the ground. No save is allowed for this spell. Monsters that are targeted by this spell must immediately take a morale check, once they get back on the ground.

STATUE

R: Personal

D: 2 turns per level of the caster

E: The caster may change into a stone statue

The spell allows the caster to change into a stone statue with all of his equipment, changing from normal to stone or the other way round up to once per round. If a spellcaster is hit by a petrifying attack while under the effect of this spell, he may still be petrified, but the next round he may just turn back to normal. The caster has an AC of -4 as a statue, he cannot move, but he cannot even be damaged by fire or cold, either natural or magical. Normal weapons cannot damage the statue either. As a statue, the caster does not need to breathe, becoming immmune to gas attacks, to drowning and to all the attacks that affect breathing.

Other spells and magic weapons deal the normal amount of damage to the caster, even if he is a statue.

If the caster is attacked with a fire, gas or cold spell while this spell is in place, he may try to turn to stone before he is hit. If he does, he may not do anything else during the round and rolls for initiative against the other spellcaster. If he wins the initiative, the caster turns into a statu before being hit by the spell and does not take any damage. The caster gets a +2 bonus on this initiative roll.

SUMMON OBJECT

R: Unlimited

D: Instant

E: Summons an item from the spellcaster's home

With this spell, the caster may immediately summon in his hand any item he has in his house. The item must not weigh more than 5 kg and may not be bigger than a staff, an armor or a chest. Moreover, the caster must know the item very well and must know where exactly it is in his home, otherwise the spell bears no effect and is wasted.

Each item that the spelllcaster wants to be able to summon with this spell must previously be prepared by him with a magic powder that may be produced by whoever knows this spell in one day, and costs 1.000 Dc per bag to make. The powder is invisible and doesn't interfere with the functions of any prepared item. The spellcaster must prepare one bag of powder for each item he wants to prepare for this spell.

If the object is not anymore in the place where the caster put it, the spell tells him with some approximation whereabout the item is now and who has it. This spell may summon an item even from another plane of existance or from the other end of the universe.

SWORD

R: 9 m

D: 1 round per level of the caster

E: summons a magic flying sword

Whan the spell is pronounced, a shining sword made of pure magic materializes besides the caster. The caster may move the sword through the air by mere concentration and use it to attack whoever is within 9 m distance from himself. If the concentration is broken, the sword stops in mid-air, but doesn't disappear.

The sword may attack twice per round, causing 1d10 damage each time

it hits the target, plus the caster's Intelligence bonus. The sword has the same THAC0 as the caster and may hit and damage any target, even the ones that can be hit only by magic, only by weapons, or only by very powerful magic weapons.

The sword may disappear before the end of the spell only if it's hit by a *Dispel magic* spell.

TELEPORT ANY OBJECT

R: Touch
D: Instant
E: Teleports an object or a creature

This spell works exactly like the 5th level spell *Teleport*, but it may be used to teleport objects as well. After pronouncing the spell, the caster must touch the creature or the item he wants to teleport. Normal chances of success apply, as for the 5th level spell.

An object that materializes too high may break when it falls on the ground, while an object that materializes too low, into the ground, will inevitably be destroyed (the DM may make an exception for very powerful items like artifacts, but it will be very hard to get the item back).

The destination of a teleport must be at ground level, and may not be above ot below it, nor it may be inside a solid object. The spell may move an object weighing no more than 20 kg per level of the caster. The spell may also be used to move just a part of a big item, up to 3 X 3 X 3 m volume.

If a creature is holding or wearing the object that the caster wants to move, the creature may save vs. spells with a -2 malus on the roll to avoid the teleport. If the creature succeeds, the spell is wasted.

In the same way, a creature hit by this spell may try not to be teleported by saving vs. spells, but with the same -2 malus on the die roll.

A spellcaster may also use this spell to teleport just himself to any location without any chance of failure.

LEVEL 8

CLONE

R: 3 m
D: Permanent
E: Generates a clone that is an exact copy of the original creature

A clone is an exact duplicate of an original creature, made from a piece of the original creature itself. The piece does not need to be alive when the spell is cast, nor the original crature needs to.

A human or demi-human clone is extremely rare and may be very dangerous. Clones of other creatures are more common and are called *Simulacrum*. A character may only have one clone at the same time. More attempts to clone the same character will automatically fail. Undead creatures and constructs may not be cloned because they are not alive.

To create a human or demi-human clone, the caster needs a piece of the body of the original of at least 500 g. Moreover, the caster needs magic ingredients for 5.000 Dc per HD of the original. The Clone will grow in a growth chamber that's been prepared for the purpose, and it will take one week per HD of the original to be fully grown. The clone will awake when his growth is complete. The spell can be dispelled during the whole procedure, or can be disrupted by destroying the chamber before the Clone is completed, but once the Clone awakes, he is real and non magical, thus he cannot be dispelled.

If the original is not alive anymore when the clone awakens, the cloe gains all of the ability scores, abilities and memories of the original creature in the moment when the piece of the body was harvested. For example: a 20th level magic-user takes a piece of his body to preserve for this spell, but dies when he is at 27th level. He is then cloned by the piece of meat he left, but he is once again a 20th level magic-

user, and has no memories of what happened after he took the piece of his body.

However, if the clone duplicates a living creature, or if the original creature is resurrected, a very dangerous situation occurs. Both of the characters, original and clone, become immediately aware of the existence of the other. Between the two of them there's a partial telepathic connection that makes them feel the other one's feelings (but not the thoughts). If one of the pair is wounded, the other one takes the same damage, but may half it by saving vs. spells. This connection does not work for healing spells and spells that do not inflict damage.

When a clone is aware of an original creature he was made from, he becomes obsessed with the idea of destroying him and to remain the only one. If he succeeds, he will then take over the life of the original, and will be satisfied. Otherwise, after some time, he will go insane. When a Clone becomes insane, the original creature is also affected by the connection between them, and loses one pioint of Intelligence and one point of Wisdom permanently. Moreover, the original may become insane as well: every day, he must roll 1d20 and, if he scores a 1, he does. If the original creature becomes insane as well, both of them will die within one week, if the situation is not settled somehow, and they may not be resurrected even with a *Wish*.

If the original creature and the clone are kept on two different planes of existence, the connection does not occur, and the telepathy does not happen, even if each of them knows of the other one's existence. However, if the two of them get in the same plane at the same time, the telepathy starts, and it will not stop even if the two of them go to separate planes once again.

A clone of a creature that is not human or demi-human is called a simulacrum. To animate a simulacrum,

a spellcaster needs a piece of the original that is at least 1% of the total body weight. Materials, in this case, cost 500 Dc per HP of the original creature, and the time for the complete development of the creature is 1 week per HD of the original. A simulacrum always obeys the spellcaster that made it and may always understand all of the languages that the caster speaks. Within 3 m per level of the caster, the caster is able to give telepathic orders to the simulacrum by concentration.

A simulacrum is considered an enchanted creature and may be blocked by *protection from evil* or even destroyed by *Dispel evil*. The MA of the simulacrum is always the same as the spellcaster that made it, no matter what its race is, while movement rate, morale and attacks a re the same as the original creature. HD, HP and damage dealt are half the original creature's ones. The simulacrum will also have a 50% chance to have each of the special abilities of the original creature. However, a simulacrum that's just been created does not know any spells, even if it retains the spellcasting ability of the cloned original creature.

If the original creature is still alive, the simulacrum will stay like this but, if the original creature is dead, it may improve, increasing his HD, HP and damage of 5% per day, up to 90% of the original. After reaching 90% of the original creature's stats, the simulacrum can't grow anymore, and the DM will roll once more to see which abilities of the original creature the simulacrum gains, of the ones it didn't take initially, but this time the chance of gaining them will be 90% for each. A spellcaster may only control a maximum number of simulacrums equal to one third of his Intelligence score, round down, in the same moment. Whatever exceeds this number, may still be created but will not be under his control. A spellcaster may concentrate to give orders only to one simulacrum per round.

CREATE MAGICAL MONSTER

R: 18 m

D: 2 turns

E: creates one or more monsters

This spell is very similar to the 7th level spell *create normal monster*, but allows to create monsters that may have up to 2 special abilities (each marked as a * in the monster's stats). The range of the spell and the duration of the spell are double, but the other details are the same.

This spell also allows to create undead monsters and constructs. However, to create an undead, the caster usually needs a corpse, if not a life force trapped somewhere, while to make a construct the caster needs to prepare the body by using the right materials in a laboratory. The materials are usually expensive and rare and cost at least 5.000 Dc per * the construct has. Constructs created with this spell are permanent and don't disappear after 2 turns.

DANCE

R: Touch

D: 3 rounds or more

E: a creature starts dancing

The spell only works if the caster touches the victim with a normal to-hit roll, but the victim of this spell is not allowed any save.

The victim of this spell starts dancing and moving with no control on his body, as if he was crazy. While he is dancing, the target cannot attack, cast spells, use magic items, use skills and abilities, or even run away. All of his saving throws and his AC suffer a -4 malus.

The spell lasts for 3 rounds if the caster is between level 18 and 20, 4 if the caster is between level 21 and 24, 5 if the caster is level 25 to 28, 6 between level 29 and 32 and 7 rounds if the caster is level 33 or higher.

EXPLOSIVE CLOUD

R: 30 cm

D: 6 turns

E: Generates an explosive and poisonous gas cloud

Element: Air and Fire

This spell creates a cloud that looks like the one from the level 5 spell *cloudkill*, 9 m in diameter and 6 m tall, that appears next to the caster. The cloud can move up to 18 m per turn (6 per round) in the direction of the wind or, if there's no wind, in a direction decided by the caster. The cloud is heavier than air, and will generally stick to the ground, slide down slopes and fill holes. The cloud is destroyed if it touches trees or rich vegetation.

If the cloud is summoned in a smaller area, like a corridor or a room, its size may be smaller than usual, but it will fil the area completely.

The cloud is only mildly poisonous: at the beginning of each round, each creature that is in it must save vs. spells or be paralyzed for the rest of the round.

The cloud is also full of sparks that can only be seen from within the cloud itself: they are small explosions, and whoever is in the cloud will be hit by them, taking 1 damage for every 2 levels of the caster, round down, every round. This damage cannot be reduced with any saving throw.

FORCE FIELD

R: 36 m

D: 6 turns

E: summons an invisible barrier

This spell summons an invisible and immovable barrier or object made of pure energy. The force field has almost no thickness, but it cannot be broken or dispelled in any way, except for the spells *disintegration* and *Wish*. Even *Dispel magic* has no effect on it.

The frce field can take the shape of a sphere, a hemi-sphere, a flat surface, a cylinder, a cubic or rectangular box with

flat sides, or even only some sides of this box. Radius of the sphere may reach up to 6 m, while any other surface may cover up to 450 sqm. The surface must cover a regular shape and be smooth.

The force field cannot be created inside a solid item or through a creature. Whatever part of the force field touches an item or creature when generated will be left with a hole instead. The edges of the field are blunt and cannot make any damage, and the field itself cannot be moved from the place where it is summoned, except with a *Wish*.

Creatures completely enclosed in a force field will not starve, suffer from lack of air or otherwise be harmed by the encasement. A sealed force field actually preserves any creature within it from natural death. This does not prevent any creatures within the force field to damage each other.

Nothing can pass through the force field. Spells, missiles, blows, breath weapons, ana every other attack form merely bounce on it. However, a *Dimension door* or a *Teleport* may bypass this limit and allow the caster to travel in and out of a force field without harming it. The force field only exists on one plane of existence, thus planar travel (through *gate* or other means) and ethereal and astral creatures may still get through it.

Though most often it is used as a barrier or a cage, the force field can be used to create an invisible floor, stairway, bridge, chair or any other object the caster may need. A force field can be made permanent, but the permanence spell is subject to *dispel magic*. If the permanence is dispelled, the force field immediately disappears. Moreover, a permanent force field may still be disintegrated or wished away.

MASS CHARM *
R: 36 m
D: Special: see description
E: 30 HD or levels of creatures

This spell's effect is like the first level *charm person* spell, but it may be used on monsters and persons with no HD or level limitations, and it may affect more than one target, up to a total of 30 HD or levels of creatures. Each victim may save vs. spells with a -2 malus to avoid being fascinated. If the save fails, each victim feels a strong fascination towards the caster, and will consider him his best friend. The victim will try his best to protect the caster from any danger or threat.

If the caster can speak a language that the victim knows, he may give orders to him in the form of suggestions and friendly advise. The victim will nevertheless avoid obeying any order that are against his own nature or may hurt or damage him.

Depending on the victim's Intelligence score, the saving throw must be repeated every day, every week or every month. As soon as a saving throw succeeds, the fascination ends, and with it the spell. The spell also ends if the victim is attacked by the caster, be it with spells, weapons, or with the use of harmful skills or abilities. The spell is not broken if the victim is attacked by the caster's friends.

If the caster attacks one of the victims of this spell, the spell effect ends only on that victim. However, if other victims see the caster attacking one of them, they are allowed a new save immediately, with the same malus.

This spel does not affect creatures with 31 HD or levels or more.

The reverse of this spell, *remove charm* immediately frees all of the creatures in a 6 X 6 X 6 m cube from any type of charme. Moreover, in that area it won't be possible to cast any charm spell for a whole turn.

MIND BARRIER *
R: 3 m
D: 1 hour per level of the caster
E: Protcets from spells and attacks affecting the mind.

This spell may only affect one creature and that creature may try to avoid its effect by saving vs. Spells. This spell blocks any kind of *ESP, Clairvoyance, clairaudience,* the crystal balls, and any other magical method one may use to collect informations about the target (like *Lore* or *Contact outer plane* spells).

The target of the spell, for the spells in the list above, simply doesn't exist. Moreover, the target gains a +8 bonus for all his saving throws against every attack affecting the mind, like all the types of illusion, charm, feeblemind, confusion, and so on. The save still fails automatically on a natural roll of 1.

The reverse of this spell, *mind sound*, can only be cast by touching the victim with a bare-hands to-hit roll. If the caster manages to touch the target, there is no save to prevent the effect of this spell, and the target now has a -8 malus on all of the saving throws to resist spells and attacks affecting his mind.

PERMANENCE
R: 3 m
D: Permanent until dispelled
E: Makes the effect of a spell permanent

With this spell, the caster may make the effect of another spell of level 7 or lower permanent. Spells with *instant* or *permanent* duration can't be affected by this spell. Clerical spells and spells of the levels 8 or 9 can't be made permanent either (if not differently specified in the spell description).

The DM may decide to limit the effect of *permanence* on other spells as well, if he thinks it's appropriate. The effect of the permanent spells lasts until the permanence is dispellled by a *dispel*

magic spell cast by a spellcaster with the same level or a higher level than the one who cast permanence.

Each item or place may be enchanted with only one permanence spell, while each living creature may receive up to two.

If a permanence spell is cast on a place or item that already has a permanent spell on it, or on a creature that already has two, all of the permanent effects that were already in place are immediately cancelled, tooegther with the permanence spells.

Weapons may get up to 5 permanence spells, but every time the caster wants to add a new one, he has a 25% chance that it conflicts with the ones already on it, and all of the spells are cancelled.

POLYMORPH ANY OBJECT
R: 72 m
D: Special: see description
E: changes the shape of an object or living creature

This spell is similar to the 4th level spell *polymorph other*, but it allows to transform objects as well. If the object that the caster wants to transform is very big, the caster may affect a volume of 3 X 3 X 3 m of that object. If the target is a creature, or an item that a creature is wearing or holding, the effect can be avoided with a saving throw against spells with a -4 malus.

The duration of the spell depends on the complexity of the change. There are three basic kingdoms of all beings: minerals, vegetals and animals. If a change happens within the same kingdom, the change is permanent until dispelled with a *dispel magic* spell. If a change happens between two nearby kingdoms (mineral and vegetal or vegetal and animal), the spell duration is one hour per level of the caster. If the change is from mineral to animal, or the other way round, the effect lasts for 1 turn per level of the caster.

Creatures created with this spell are not automatically friendly. A polymorph spell may never alter a creature's age or HP. This spell may not affect creatures that have twice the caster's level in Hit Dice.

POWER WORD BLIND
R: 36 m
D: 1d4 days or 2d4 hours
E: Blinds a creature with 80 HP or less

With this spell, the caster can blind a creature with 80 HP or less and within 36 m, with no chance of a saving throw. If the victim has 40 HP or less, it will be blinded for 1d4 days. If the victim has between 41 and 80 HP, the effect will only last for 2d4 hours. Creatures with 81 or more HP are immune to this spell.

A blind creature suffers a -4 malus on to-hit rolls, saving throws and AC.

Clerical spells *cure blindness* and *cureall* only work against this spell if they are cast by a cleric with the same level or a higher level than the caster of *power word blind*.

SYMBOL
R: Touch
D: Permanent
E: Creates a magic rune

This spell creates a magic rune with a great power. There are six runes that a spellcaster may draw with this spell, each with a different effect, and the caster must pick the one he wants to use when he memorizes his spells in the morning. Runes can be drawn on a creature, an item, or they may be left floating in the air. Runes can never be moved, therefore if an item or a creature that have a rune on them are moved, the rune will stay there floating in mid-air.

The effects of the rune show and are applied automatically and with no chance of save, whenever one of these conditions realize: a living creature walks through the rune, touches the item on which it is written, or reads it aloud. Only spellcasters may try to avoid the effect of a rune they touched or read (but not of a rune they walked through) by saving vs. spells.

Death: This rune immediately kills the creature, if it has 75 HP or less. The rune is harmless for creatures with 76 HP or more.

Discord: The victim attacks his own friends, if any is present, or falls under the effect of the 4th level spell *Confusion*. This effect is permanent until dispelled with *dispel magic* or with a clerical *cureall* spell.

Fear: The victim runs away from the symbol for 30 rounds, running at three times his normal movement rate.

Insanity: The victim becomes insane and cannot attack, talk, cast spells, use skills, abilities or items. He may still walk, but he must be carefully tended or may run away. This effect is permanent until dispelled with *dispel magic* or with a clerical *cureall* spell.

Sleep: The victim fallls asleep and it is impossible to wake him up for 1d10+10 hours, except by dispelling the sleep with a *dispel magic* spell.

Stunning: This rune cannot affect creatures with 151 HP or more. Any other creature that touches the rune is stunned, as if it were hit by the 7th level spell *Power word stun*. The effect lasts for 2d6 turns.

TRAVEL
R: Personal
D: 1 turn per level of the caster
E: The caster may move flying in gaseous form

This sell allows the caster to move swiftly and with no obstacles, even between planes of existence. The caster (and only the caster) may fly as for the 3rd level spell *fly*, at a speed of 108 (36) m. The caster may also enter a nearby plan of existence simply concentrating for one round. Once the caster reached a new plane of

existence, he may not jump to another one for a full turn.

The caster may also take other creatures with him when shifting planes, but the creatures must touch him, or he must touch them, and he may only take up to one creature for every 5 levels he has, round down. Any unwilling creature must make a save vs. spells to avoid the effect.

While this spell is in effect, the caster (and the caster only) may also change into gaseous form by concentrating for one round. Unlike the effect of the potion, with this spell alll of the equipment becomes gas with the caster. In this form, the caster may double his flying rate, reaching a speed of 216 (72) m. While gaseous the spellcaster may not attack or use any spells, but he may not be harmed by anything except magic. A gaseous character may not pass through a *protection from evil* spell or through an *anti magic shell*. The caster may swap back out of gaseous form by concentrating for one round, and may do that whenever and as many times he likes, for the duration of the spell.

LEVEL 9

CONTINGENCY
R: Touch
D: Special: see description
E: Activates another spell

This spell will automatically cast another spell that the caster knows, of level 4 or lower, when a particular situation occurs. When the *contingency* is cast, the caster must describe this situation. When the situation occurs, the spell named before is automaticallly cast.

The contingency can be associated to a creature or an item, but no item or creature can be enchanted with more than one contingency in the same time, and this cannot be changed even with a *Wish.* The description of the situation may be easy or hard to happen, but somehow it has to be a limited event that occurs within 36 m from the caster or from the source of the spell (the enchanted creature or item). Moreover, the caster must specify what is the target of the spell, if there must be one, and the effect of the spell, if needed. If any detail is missing, the spell does not activate and is wasted.

This spell does not have a fixed duration: it may stay dormant for centuries before the described situation occurs, and then activate.

CREATE ANY MONSTER
R: 27 m
D: 3 turns
E: Creates one or more monsters

This spell is very similar to the 7th level spell *create normal monster* and the 8th level spell *create magic monster*, but is more powerful and has less limitations. Range and duration are three times the level 7 spell.

This spell allows the caster to create literally any creature, except humans and demi-humans, whatever number of abilities (or *) they have. However, to create monsters with 3 or more special

abilities, the caster must have a chance to study one specimen, dead or alive, for at least one hour.

This spell also allows to create undead monsters and constructs. However, to create an undead, the caster usually needs a corpse, if not a life force trapped somewhere, while to make a construct the caster needs to prepare the body by using the right materials in a laboratory. The materials are usually expensive and rare and cost at least 5.000 Dc per * the construct has. However, for constructs with 4 or more special abilities, this cost is doubled. Constructs created with this spell are permanent and don't disappear after 3 turns.

GATE *
R: 9 m
D: 1d100 turns, or just one turn
E: Opens a gate for another plane of existence

When this spell is cast, the caster must name one of the other planes of existence in the multiverse. If he wants to name one of the outer planes, the caster must also name one of the creatures that live in there, that usually is the Immortal that rules it.

This spell opens a portal that connects directly the plane where the caster is and the named plane of existence.The gate keeps open only for one turn if it's open towards an outer plane, but if it's open towards the astral plane, the ethereal plane or one of the elemental planes, it stays open for 1d100 turns.

At every turn there is a 10% chance that a creature from that plane walks through the gate into the plane where the caster is. A gate can be made permanent using a *Wish*.

Opening a portal towards an outer plane is a very dangerous action, because the Immortals ruling those plains consider them as their personal territories, and they don't like intruders. When the caster opens the gate, most

of the times the Immortal arrives in 1d6 rounds, but there's always a 5% chance that another creature (a lesser immortal or a very powerful being of another kind) of the same plane comes in his place. If the reason for opening the portal is futile, the creature or the Immortal usually destroys the caster with little effort and leaves. However, if the reason for opening the portal is serious, or it is in the interest of the Immortal himself, the Immortal may decide to cooperate with the caster.

The reverse of this spell, *shatter gate*, closes a gate that is still open, and may also be used to close a permanent gate for good. However, the reverse spell does not sort any direct effect on Immortals, but closing a gate that Immortals use may upset them.

HEAL

R: Touch

D: Permanent

E: Heals any creature

This spell may be used to heal wounds or to remove magic effects. If used to heal wounds, it heals a creature completely but for 1d6 HP.

Otherwise, the spell can be used to remove curses, neutralize poisons, heal blindness and diseases, or cancel the effect of a *feeblemind* spell.

IMMUNITY

R: Touch

D: 1 turn per level of the caster

E: The target is immune to some spells and weapons

This spell gives the caster or the target creature complete immunity from all of the spells of levels 1, 2 and 3. Moreover, the spells of level 4 and 5 are halved in their effect (and a save may half the effect onece more).

Spells that are halved in their affect deal half damage, have halved duration, bonuses and maluses, and any other feature that can be halved. If there is a need to round any number the rounding up or down will always favor the creature that's the target of the *Immunity* spell.

The target is also immune to all of the normal weapons, including normal missiles and silver weapons and missiles, and takes only half damage from magic weapons. Natural attack forms of monsters, like bites, dreathe weapons and the likes, are not affected by this spell.

By concentration, the caster may lift the protection for one round, to allow some spells to influence the target (like healing spells), but if he does, in the same round every attack and spell will affect the target normally.

This spell may be powered-up with one (and only one) *Wish*. In this case, the target of the spel is completely immune to spells level 4 and magic weapons +1 as well, and spells level 6 are also halved in their effect.

MAZE

R: 18 m

D: Special: see description

E: Traps a creature

The spell creates a very complex maze in the astral plane and immediately transports the victim in it. The victim cannot avoid being trapped in the maze, not even with a saving throw. The time the target needs to get out of the maze depends on the Intelligence of the victim.

Low intelligence creatures (score 1 - 8) need 1d6 turns.

Average intelligence creatures (score 9 - 12) need 2d20 rounds.

High intelligence creatures (score 13 - 17) need 2d4 rounds.

Genius creatures (score 18 or higher) need 1d4 rounds.

Once getting to the exit of the maze, the target creature reappears exactly in the same point it disappeared from.

METEOR SWARM

R: 72 m

D: instant

E: 4 or 8 meteors hit the enemies

Element: Fire and Earth

This spell materializes, at the caster's discretion, 4 big meteors or 8 small meteors. Each meteor can be targeted to a target within 72 m, but each target may be hit by only one meteor. When the meteors hit the targets, they explode like fireballs, in 6 m radius each.

If big meteors are made, each deals 8d6 damage when they hit the target (earth element), and the fire explosion deals another 8d6 damage to any target they hit (fire damage). If the meteors are small, they deal 4d6 damage when they hit the target, and 4d6 to all the creatures involved in the explosion. If the meteors are targeted carefully, the enemies may receive fire damage from more than one meteor each. Meteors always hit their targets. The hit damage of the meteors cannot be reduced with any saving throw, but the targets may try to save vs. spells to half the damage taken from each of the explosions that hit them.

POWER WORD KILL

R: 36 m

D: Instant

E: Kills or stuns one or more living creatures

The spell may target one or more living creatures that happen to be in the spell's range. Victims that may cast spells or use some form of magic may try to resist this spell saving vs. spells with a -4 malus. All other creatures are not allowed any save.

If used on a single target, if the victim has 60 HP or less, it dies. Victims with HP between 61 and 100 are stunned, like the effect of the spell *Power word stun*, and may do nothing for 1d4 turns. Victims with 101 HP or more are not affected by this spell. This spell may

also be used on up to 5 creatures with no more than 20 HP each, and it will immediately kill all of them, with no chance of any save.

PRISMATIC WALL

R: 18 m
D: 6 turns
E: summons a colorful barrier

This spell summons a barrier made of 7 different layers, each one coloured like one of the colours of the rainbow. The barrier is 5 cm thick and the single layers are about 5 mm apart. The *prismatic wall* may take the shape of a sphere centered on the caster and with a radius of 3 m, or that of a flat surface of no more than 45 sqm, that must all be within the range of the spell.

Whatever shape the caster picks, the *prismatic wall* may not be moved in any way, not even with a *Wish*.

Only the caster may freely step through the barrier without any harm, and taking any item on him. Any other creature trying to touch or to get through the barrier will be affected by the spells that each layer produces. A *wish* or a *rod of destruction* may cancel up to three layers of the *prismatic wall* altogether. Creatures with an active *anti-magic shell* may not touch the barrier or get through it, but they won't even take any damage when trying to.

Each of the layers of a *pricmatic wall* can be cancelled by a particular spell, but the layers can only be cancelled in the given order.

If a creature tries to step through a *prismatic wall*, that creature will take 84 damage automatically from the first three layers (if none of them has been cancelled), and then get through 4 saving throws to avoid the effects of the 4 iner layers. If the creature survives, the wall has been passed. If the creature then wants to get out of the barrier, it will have to go back through all of the same layers, in the reverse order, repeating the saves and taking the damages once more.

The Prismatic wall extends through the *Ethereal plane* as well, and here it looks like a solid, unbreakable and indestructible wall, therefore it is impossible to overcome it shifting through planes.

The colours and effects of a *prismatic wall* are always the same, and the colours are always layered in the same way, as it is described here, with Violet the closest colour to the caster, and Red the farthest away. The damage dealt by the prismatic wall is non-elemental, therefore it's not influenced by immunities and resistances.

Red: Blocks all of the magic ranged attacks, and deals 12 damage to whoever touches it. It can be destroyed by any cold magic.

Orange: Blocks all of the non-magic ranged attacks, and deals 24 damage to whoever touches it. It can be destroyed by any thunder magic.

Yellow: Blocks all of the breathe weapons attacks and deals 48 points of danage. It can be destroyed by a *magic missile*.

Green: Blocks every spell that gathers informations or knowledge, and whoever touches this colour must save vs. poison or die.

Sky blue: Blocks all gas attacks and poison attacks, and whoever touches it must save vs. turn to stone, otherwise is petrified. It can be destroyed by a *disintegration* spell.

Indigo: Blocks all items and living creatures, and whoever touches it must save vs. spells. If the save fails, the creature is teleported instantly to a random outer plane of existence, in a random place. It can be destroyed by a *Dispel magic* spell.

Violet: Blocks every power or magic. Who touches this colour must save vs. magic wands and, if he fails, passes out and becomes insane. This insanity can only be cured with a *Wish* or a *Heal* spell. This layer can be destroyed by a *Continual light* .

SHAPECHANGE

R: Personal
D: 1 turn per level of the caster
E: The caster transforms

This spell is similar to the 4th level spell *Polymorph self*, but much more powerful.

The caster takes the shape of any other creature of item, and gains all of its stats, including HP, saving throws, AC, to-hit rolls, natural and special attacks, resistances and immunities, and every other detail, except for the mind. If the caster takes a humanoid form, he may still cast spells, but he must have them memorized before shapechanging.

The caster may not pick the shape of an individual or an Immortal, but he may take the look (but not the special abilities) of another class of characters.

If the caster takes the form of an object, it must not be higher than 30 cm per level of the caster, and the weight may not be more than 5 kg per level. If these restrictions are followed, the caster may shapechange into any creature or item that he saw at least once, but he still is unable to shapechange into something fantastic or that he never saw.

The caster may shapechange at will during the whole duration of the spell, and he may swap many different shapes, if he likes, but every time he changes, he will need a whole round for the transformation to be completed.

TIMESTOP

R: Personal
D: 1d4+1 rounds
E: The time stops for 1d4+1 rounds, but the caster may still act.

To the caster's eyes, this spell stops the time all around him. In reality, the caster becomes so fast that everything around looks like it stopped. From the moment the caster casts this spell, to him it looks like times stops for 1d4+1

rounds, and during this time he may still act normally.

While the spell is active, fire (normal or magic), cold, electricity, gas and similar things may still damage the caster. However, the other creatures are immune to all of the attacks and the spells of the caster until the spell is over. During the *time stop* it is only possible to cast spells that have a duration that's not *Instant*, so that they will be effective after the spell ends. The effect of the spells cast while the time is stopped will begin immediately after the spell ends, when time starts flowing as usual.

The objects that are held in the hands by blocked creatures are blocked as well and may not be moved, but the objects they wear and carry on their bodies may be removed easily.

The caster may not be seen by the blocked creatures. However, while the time is stopped, the caster is magical, and may not get through a *protection from evil* or an *anti-magic shell*.

WISH

R: Special: see description
D: Special: see description
E: Special: see description

This is the most powerful spell that can be learned and cast. Only spellcasters with Intelligence 18 or higher may learn this spell, and only magic-users of level 33 or higher, or elf mages of level 20 have enough magic power to cast this spell. The spell *Wish* may never be found in a scroll.

When casting this spell, the player that plays the caster of this spell must write down the wish he wants to realize. The correct wording of the *Wish* can be very important for the final effect of the spell. This spell always gives some effect, and always gives the effect the caster asked for, no matter what the intentions of the character are. However, not always a *Wish* is realized the way the caster meant it to be.

The reason for this is that the *Wish* is summoned by the caster, but it is realized by the Immortals, and the Immortals will realize a *Wish* the way it's meant to be only if they see the need for that to happen, or if they need to reward the mortal for his good intentions.

The DM must balance the game so that the caster does not abuse of this spell, and at the same time allow the caster to use the spell with no consequences if the wording is right and the intention is clear. A *Wish* used for a good reason, but poorly worded, may still be realized in the right way. However, if the *Wish* is cast only for greed or for some evil deed, the DM should always try to find some loophole in it and twist its interpretation. If the DM finds that the *Wish* may not be realized for any reason, the spell may also give no effect at all, but whenever the DM decides to twist the interpretation of a *Wish* or to cancel one, he should explain at the end of the session why he did so to the player that expressed that *Wish*.

A *Wish* may not be used to gain XP or level up, to know what lies beyond death, to summon an Immortal or to learn about an Immortal, to affect true love, and to affect the whole world in a catastrophic way. Some possible effects of the *Wish* are described here.

A *Wish* may be used to cast any level 8 or lower Arcane spell or any level 6 or lower Divine spell. A *Wish* may not be used to generate the same effects as special magic powers, like rune magic, secret crafts, and so on.

If a *Wish* is used to cause a damage to a creature, that creature must always be allowed a save vs. spells to half the damage. If the creature saves, half of the damage is reflected onto the caster, who may try to avoid this damage saving vs. spells, but with a -4 malus. The maximum damage that a *Wish* may deal to a single creature is 20d6.

A *Wish* may gain to the caster up to 500.000 Dc worth of non-magical treasures. However, the caster loses 1 XP for each Dc worth of treasure he gained, and this XP loss may not be reduced or cancelled with magic.

If the DM allows it, a *Wish* may also be used to gain one single magic item for a short time. Generally, any item obtained with a *Wish* is not created, but summoned from somewhere else, and there it will return after 1d6 turns. The caster may not ask for anything with a magic bonus higher of +5, because that's the maximum power of magic items.

A *Wish* may change the score of an ability or a general skill of the caster or any other target for a short time. If the target is not willing it to happen, he may save vs. spells to avoid this effect. The caster may pick whatever score he likes between 3 and 18 for abilities, and between 3 and 25 for general skills. The effect lasts for 6 turns.

A *Wish* may also increase the score of an ability permanently, but for every score increase, the caster must use a number of *Wish* spells equal to the score he wants to get, and he may never increase the score of an ability of more than one point at the same time. All of the *Wish* spells must be cast in the time of a week or less, for this effect to be obtained.

For example, the caster may want to increase his Dexterity from 15 to 18. He will need to cast 16 *Wish* spells in one week to raise the score to 16. Then, he will need to cast another 17 sells in one week to raise the score to 17. And after that, he will need to cast it another 18 times to reach his goal and increase it to 18.

A *Wish* may not be used to decrease the score of an ability permanently.

A *Wish* may not be used to increase the maximum level of any class. However, the *Wish* may increase of 1 HD the total HP of any character, but no character may gain more than 1

extra HD this way, even if the *Wishes* are cast by different characters.

A *Wish* may transform a human into a demi-human, a demi-human in another demi-human, or a demi-human in human. This transformation is permanent, and the target of the *Wish* is not perceived as magic. If this effect is used on a creature that doesn't want to be transformed, he may try and save vs. spells to avoid this effect, with a +5 bonus. When the race changes, the class doesn't change, if it is possible to mantain it. However, if it's not possible, the character will take the most similar class to his previous one available for the new race. In the worst case scenario, the character will become a fighter, or a standard member of the new race. When the race changes, the level may change as well, but the new level will be calculated on the base of the XP of the character, that will still be the same. To change the race of a character whose race was already changed once, a spellcaster needs not one, but two *Wish* spells. And then, for every further change on the same character, a double number of spells will be needed each time.

Finally, a *Wish* spell may be used to change an event that occurred in the past, but not further in the past than the day before. However, some very important events, some big disgraces, and some events that were destined t happen may nt be changed. Sometimes, the *Wish* may transform a permanent loss in a temporary one. If the DM wants, a *Wish* used to change a past event may transport the caster in the past to try and change it, but the DM must always use very carefully any time travel, and think very well to its consequencies.

ELVEN MAGIC

ELVEN SPELLS		
LEVEL 1	**LEVEL 2**	**LEVEL 3**
1. Analyze	1. Detect danger	1. Call lightning
2. Ceremony	2. Entangle	2. Cure disease
3. Command word	3. Know alignment *	3. Cure light wounds
4. Faerie fire	4. Produce fire	4. Heat metal
5. Faerie lights	5. Purify food and water	5. Hold animal *
6. Fellowship	6. Resist fire	6. Obscure
7. Locate	7. Silence	7. Protection from poison
8. Longstride	8. Warp wood	8. Speak with animals
9. Precipitation		
10. Resist cold		
11. Watcher		
LEVEL 4	**LEVEL 5**	**LEVEL 6**
1. Enchanted weapon	1. Control temperature 3 m radius	1. Anti-animal shell
2. Fear	2. Control winds	2. Cure serious wounds
3. Growth of animals	3. Insect plague	3. Pass plant
4. Summon animals	4. Neutralize poison	
Creeping doom	5. Plant door	
Metal to wood	6. Protection from lightning	
Weather control	7. Transmute rock to mud	
LEVEL 7	**LEVEL 8**	**LEVEL 9**
1. Dispel evil	1. Creeping doom	1. Elven sword
2. Rock	2. Metal to wood	
3. Transport through plants	3. Weather control	
4. Truesight		
5. Turn wood		

ELF MAGIC SPELLS LEVEL 1

ANALYZE

R: Touch

D: 1 round

E: Analyzes magic on one item.

An elf handling an item can learn the enchantment on it. Items must be used for their suposed task for the spell to work: a sword must be held, an helm must be put on the head, a necklace or a bracelet worn...

Any consequences of the handling fall on the elf as usual, but the elf has the normal saving throws to avoid negative consequences. An elf has a chance of 15%, plus 5% per level, of determining a characteristic of the item, or if the item has no magic at all. The determination may not be very precise: attack bonus on a weapon may be "big" or "small", while charges on a wand may be determined with up to 25% mistake.

CEREMONY

R: Touch

D: Permanent

E: Consacrates a creature, item or place.

This spell is always performed as part of a bigger ceremony and is cast to take an elf through some important part of his life. Whoever has undergone some ceremonies does not react to *detect magic* spells or other detective magics. There are different ceremonies, with different effects.

Adopt: A ceremony that transfers an elf (and in very rare occasions a human or another demi-homan) to a clan, making him or her officially part of that clan. The elf performing the ceremony must be at least higher level than the adopted one, the clanmaster or the treekeeper of the clan.

Anathematize: This ceremony is only held when an elf has acted totally against the elven way of life and must now be banished by the clan. The ceremony may just be held by the clanmaster and the treekeeper of the

clan working together. The elf is considered not to be part of his clan any more (losing all spells gained for being a treekeeper or assistant, if he was) and is marked on the forehead with a mark that shows his or her guilt. All elves can understand the meaning of that mark. The mark can be removed only by atoning for transgression and being accepted back in an elf's clan through an adoption ceremony. Any treekeeper can understand the reason for someone's anathematization by just touching the mark on the forehead of the elf.

Consecrate: This ceremony can only be performed by a treekeeper: it consecrates a place to the growing of a tree of life, and dedicates some impements to the purpose of caring for the tree.

Induct: The ceremony that takes an elf into adulthood. In the Principalities, it usually happens on the 20th birthday. This ceremony must be held by an elf who is higher level than the inductee.

Invest: A ceremony that is performed when an elf becomes a treekeeper (of any level). The ceremony may be held by the clanmaster if the clan has got no treekeeper, or by a treekeeper of a different clan if they are gifting the clan with a branch of the Tree of Life.

Bless: This ceremony consacrates a set of silver or gold tools that will be used to harvest the Oil of Light and other gifts form the Tree of Life.

Offer: This ceremony is held whenever a new clan or a new community of elves is set: an offering of food and beverages is given to the spirits of the woods to befriend them and ask the permission to settle in the woods.

Marry: The ceremony binds two elves (male and female) for life, as a vote of trust and love. Exceptionally, it may be allowed between an elf and a human, but other pairings are forbidden and sterile. The marriage can only happen between two members of the same clan, thus an adoption may be necessary beforehand, if one is from a different clan. If only one of a couple of married elves is adopted by another clan, the marriage is broken.

Crown: This ceremony appoints a new clanmaster and must be held by the Treekeeper of the Clan, at the presence of all of the clan's major settlements' masters. The clanmaster ir thus given the crown and the other signs of his rule above the clan and from the ceremony on is recognized as the only truthful leader of the clan.

The master may introduce more ceremonies at his will. Ceremonies have usually only a social purpose and cannot give any real bonuses in battle.

COMMAND WORD
R: 3 m
D: 1 round
E: commands one creature.

This spell allows the elf to utter a command of one word. The word must be in a language that the recipient may be able to understand. The recipient obeys the command as long as it is clear and unequivocal. A command of "Die!" can only make a target to faint for one round, even if it may cause someone's death if it happens while the target is, for example, walking on a rope 30 m above the ground... Typical command words are: *Halt! Back! Run! Go! Surrender! Silence!*

Undeads and constructs are not affected by this spell. Creatures with an Intelligence score of 13 or higher and creatures with 6 HD or levels or more are entitled to one saving throw vs. spells to resist this spell. Creatures that match both the requirements are still allowed to one save only.

FAERIE FIRE
R: 18 m
D: 1 round per level
E: Illuminates creatures or objects.

With this spell, the elf can illuminate one or more creatures with a pale, flickering, greenish light. The fire does not inflict any damage. The objects and the creatures need only to be detected in some way (see them, hear them, etc...) to be targeted by this spell.

All the attacks to the creature or the object that's illuminated by the faery fire has a +2 bonus to the die roll. An elf can illuminate one man-sized creature or object every 5 levels of experience (round down, minimum 1). Bigger creatures can be outlined by more powerful elves. A 20th level elf may use this spell on 1 dragon-sized creature, 2 horse-sized, 4 human-sized or 1 giant-sized and 1 human-sized.

FAERIE LIGHTS
R: 12 m +3 m per level
D: 2 rounds per level
E: Illuminates an area

This spell creates from 1 to 4 lights which cast the same amount of light as torches or lanterns. The intensity of the light cn be varied any time by the caster just spending one round in concentration. The elf must create the lights where he can see them, then he can move them everywhere in the spell's radius, even out of his sight. The lights can move up to 18 m per round and cannot move through solid objects.

FELLOWSHIP
R: Caster only
D: 1 round per level
E: Increases Charisma

An elf casting this spell can gain a temporary 2d4 bonus points to his Charisma score towards each creature that's looking at him or her. Each creature is entitled to a save vs. spell: if the save is successful, the elf's Charisma towards that creature is reduced by 1d4 points instead. The spell does not affect Charisma-based skills. Whoever fails the save is very impressed by the elf and wants to befriend him or her. Whoever saves finds the elf irritating and annoying.

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Creatures with animal intelligence or lower cannot be affected by this spell.

LOCATE

R: Caster only

D: 6 turns (1 hour)

E: Detects one animal or plant within 36 m.

The caster immediately senses the direction where he can find the named animal or plant within the area of effect, like for the spell *locate object*. The caster can use this spell to locate normal or giant animals and plants, but not monsters, monster plants and intelligent creatures.

The caster must name clearly the animal or plant he wants to find when casting the spell. The target gets no saving throw.

LONGSTRIDE

R: Touch

D: 1d4+4 hours

E: Doubles movement rate.

This spell enables the elf or any target he is touching to move double the normal ground speed until the effect lasts, without getting tired and without running. Nevertheless, when the spell comes to an end, the target must rest for as long as the spell lasted, drink and eat plenty of food. If he doesn't, the target loses 2d4 Constitution points (down to a minimum of 1) that he may recover only with complete rest, 1d4 points per day. Only bipedal humans, demi-humans and humanoids can be affected by this spell.

PRECIPITATION

R: 3 m per level

D: 1 round per level

E: Creates light rain

This spell takes all of the vapors in the air and turns it into a light rain that falls on the target area. The area center must be within the spell range (R) and the area itself is round, 9 m + 3 m per level in diameter.

The principal effect of this spell is to soak clothes and hair, film stone and floors with water, making foots uncertain, water plants and snuff out fires. If the water hits magical fire, it turns into obscuring fog double its normal area. If the air temperature is cold enough, the rain turns into sleet (between +4°C and -4°C) or into snow (below -4°C).

If magic cold is applied to the water that's fallen, it turns it into ice.

RESIST COLD

R: 0

D: 6 turns (1 hour)

E: Protects all creatures within 9 m from the elf.

The elf emitts a magic aura that protects all the creatures within 9 m from him from cold: they can withstand freezing temperatures without harm. In addition, they gain +2 to all the saving throw rolls against cold and ice attacks. Furthermore, every attack based on cold or ice is reduced by one point per die of damage (a minimum of 1 damage per die still applies). The magic aura moves with the cleric and affects all creatures in the area, not only his friends.

WATCHER

R: 3 m

D: 2d4 turns +1 turn per level

E: Plants and animals give warnings.

When the *watcher* spell is cast, the elf causes a specific plant or animal in the area react to the presence of any creature bigger than a rat (i.e. anything bigger than 30 x 15 x 15 cm or weighing more than 1,5 kg). As long as any creature bigger than that steps closer than 3 m to the enchanted plant or animal, touches it or in any way disturbs it, the enchanted being produces a loud whistling sound that can be clearly heared within 18 m. This distance can be reduced by 3 m if there are any closed doors in between, or by

6 m if there is any wall. The sound lasts for only one round. Incorporeal creatures and undead creatures do not cause the watcher to react, but flying and invisible creatures do.

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ELF MAGIC SPELLS LEVEL 2

DETECT DANGER
R: 1,5 m per level
D: 6 turns (1 hour)
E: Reveals hazards

This spell combines some effects of *detect evil* and *find traps*. While it is functioning, the elf can concentrate on places, objects, or creatures within range. He needs a full round of concentration to examine one square foot of area, one creature, or one small object (a chest, weapon, or smaller item). Larger objects require more time. After he examines the thing, the elf will know whether it is immediately dangerous, potentially dangerous, or benign (all strictly from the elf's point of view). Note that most creatures are potentially dangerous. This spell will detect poisons, while other spells may not. The duration is a full hour when used in natural outdoor settings on the Prime Plane; elsewhere, the duration is half normal (three turns).

ENTANGLE
R: 9 m
D: 1 round per level
E: Controls ropes and vines.

This spell enables the elf to use any rope-like object either of living material or of organic origin (ropes, vines, leather strings, roots...) and to move them as he or she wants.

Abount 15 m of ropes or vines, plus 1,5 m per level of the elf, can be controlled. Commands that can be given are: *coil, coil and knot, loop, loop and knot, tie and knot*, and the reverse of all of them. The vine or rope must be no further away than 30 cm from the item or creature it has to coil around or tie up, so it may be necessary to throw it close to the target.

The affected rope or vine can be handled by the target as he would handle any other entangling object.

KNOW ALIGNMENT *
R: 3m
D: 1 turn
E: Tells the alignment of a target.

This spell enables the elf to exactly read another person's aura and exactly tell his or her alignment. This spell only works on humans, demi humans and humanoids. Up to 10 persons can be analyzed with this spell.

The reverse of this spell can be cast only on the caster and for one turn every detection of his alignment will result in the same alignment of the person who is trying to detect it.

PRODUCE FIRE
R: Caster only
D: 2 turns per level
E: Creates fire in hand

This spell causes a small flame to appear in the elf's hand. It does not harm the caster in any way, and sheds light as if a normal torch. The flame can be used to ignite combustible materials touched to it (a lantern, torch, oil, etc.) without harming the magical flame. While holding the flame, the caster can cause it to disappear and reappear by concentration once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to a 30' range, but disappears 1 round after leaving the elf's hand. (Any fire it ignites during that round remains burning.)

PURIFY FOOD AND WATER
R: 3 m
D: Permanent
E: Makes food and water safe to consume.

This spell will make spoiled or poisoned food and water safe and usable. It will purify six waterskins of water, or enough normal food to feed a dozen people. If cast at mud, the spell will cause the dirt to settle, leaving a pool of pure, clear water. The spell will not affect any living creature. This spell can only be cast upon food in its natural form: a dead animal, milk, eggs, fruit and vegetables, but not processed or cooked food, like cheese, smoked beef or sausages.

RESIST FIRE
R: 9 m
D: 2 turns
E: A creature is protected from fire.

For the duration of this spell, normal fire and heat cannot harm the spell's recipient. The recipient also gains a +2 bonus on all saving throws against magical fire (dragon's breath, *fireball,* etc.). Furthermore, damage from such fire is reduced by 1 point per die of damage (though each die will inflict at least 1 point of damage, regardless of adjustments). Red dragon breath damage is reduced by 1 point per Hit Die of the creature (again, to no less than 1 point of damage per Hit Die).

SILENCE
R: touch
D: 12 turns (2 hours)
E: All ovement is silenced.

This elven version of the silence spell is used only on a target at a time and is usually used to improve movement of the elves in the woods without producing noise. It is rarely used offensively to block someone else's magic, because of the touch range. If used that way, the target still hase the chance of a saving throw vs. spells to avoid its effect.

WARP WOOD
R: 72 m
D: Permanent
E: Causes weapons to bend

This spell causes one or more wooden weapons to bend and (probably) become useless. The spell will affect one arrow for each level of the caster; treat a spear, javelin, or magical wand as two arrows' worth, and

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any club, bow or staff (magical or otherwise) as four. The spell will not affect any wooden items other than weapons. If a magical wooden item (such as an enchanted staff) is the target, the wielder may make a saving throw vs. spells to avoid the effect. Items carried but not held get no saving throw; magical items with "pluses" might not be affected, at a 10% chance per "plus." (For example, an *arrow +1* would have a 10% chance to be unaffected.)

ELF MAGIC SPELLS LEVEL 3

CALL LIGHTNING

R: 108 m
D: 1 turn per level
E: Calls lightning bolts from a storm.
Element: Lightning

This spell cannot be used unless a storm of some (any) type is within range of the elf. This does not mean that he must be within the spell's range of the storm cloud, but only that the stormy weather be taking place within 108 m of him.

If a storm is present, the elf may call 1 lightning bolt per turn (10 minutes) to strike at any point within range. The *lightning boh* descends from the sky, hitting an area 6m across. Each victim within that area takes 8d6 points of electrical damage, but may make a saving throw vs. spells to take half damage. The elf need not call the lightning every turn unless desired; it remains available until the spell duration (or the storm) ends.

CURE DISEASE

R: Touch
D: Permanent
E: Cures diseases on a living creature.

This spell will cure any living creature of one disease, such as those caused by a mummy or green slime. If cast by an elf of 11th level or greater, this spell will also cure lycanthropy.

Elves cannot reverse this spell.

CURE LIGHT WOUNDS

R: Touch
D: Permanent
E: Cures wounds on a creature.

This spell can cure 1d6 + 1 points of damage to a wounded creature. The elf may cast it on himself if desired. This spell cannot increase a creature's total hit points above the original amount.

The elven version of this spell cannot be reversed and cannot cure paralysis.

HEAT METAL

R: 9 m
D: 7 rounds
E: Warms one metal object
Element: Fire

This spell causes one object to slowly heat and then cool. It will affect one metal item weighing up to 250 g per level of the caster. A 12th level elf, for example, can heat up to 3 kg for instance, like a normal sword, while a 20th level elf can heat 5 kg, for example, a two-handed sword.

The heat causes no damage to magical items. Normal weapons or other items may be severely damaged, especially if made of both wood and metal (as a normal lance), as the wood will burn away at the point of contact with metal. If the object is being held when heated, the heat causes damage to the holder: 1 point of damage during the first round, 2 points in the second, 4 points in the third, 8 points in the fourth, and then decreasing at the same rate (for a total of 22 points of heat damage over seven rounds). In the fourth round, the searing heat will cause leather, wood, paper, and other flammable objects in contact with the metal to catch fire. The holder gets no saving throw, but fire resistance negates all damage. The character can drop the item at any time, of course, and creatures of low intelligence are 80% likely to do so (check each round).

Once the spell has been cast, the elf no longer needs to concentrate; the heating and cooling proceed automatically. A *dispel magic* can stop the effect, but normal means (immersion in water, etc.) will not.

If the spell is used on an item imbedded in an opponent (such as an arrow or dagger), the opponent may remove the item but loses initiative for that round (and takes the appropriate heat damage for that round as well).

Heat damage disrupts concentration; the victim cannot cast spells during any round in which he sustains damage from this spell.

Hold animal *
R: 54 m
D: 1 turn per level
E: Paralyzes several animals.

This spell will affect any normal or giant-sized animal, but will not affect any fantastic creature, nor one of greater than animal intelligence (2).

Each victim must make a saving throw vs. spells or be paralyzed for the duration of the spell. The elf can affect 1 Hit Die of animals for each level of experience, ignoring "pluses" to Hit Dice. For example, a 20th level druid could cast the spell at 10 giant toads (which have 2 + 2 Hit Dice each). Note that the spell can affect summoned, conjured, or controlled animals.

The reverse of this spell can affect the same number of animals and sets them free from any kind of paralysis or any form of magical hold.

Obscure
R: Caster only
D: 1 turn per level
E: Conjures a huge misty cloud.

This spell causes a misty vapor to arise from the ground around the elf, forming a huge cloud. The cloud is 30 cm high per level of the elf, and is 3 m in diameter for each level. For example, a 10th level elf could cast an obscure 3 m tall and 30 m diameter (15 m radius). The cloud has no ill effects except to block vision.

The caster, and all creatures able to see invisible things, will be able to see dimly through the cloud. All other creatures within the cloud will be delayed and confused by the effect. While within the cloud, these creatures are effectively blind.

Protection from poison
R: Touch
D: 1 turn per level
E: Gives one creature immunity to poisons.

For the duration of this spell, the recipient is completely immune to the effects of poisons of all types, including gas traps and cloudkill spells.

This protection extends to items carried (thus protecting against a spirit's poisonous presence, for example). Furthermore, the recipient gains a + 4 bonus on saving throws vs. poisonous breath weapons (such as green dragon breath), but not petrification breath (such as a gorgon's).

Speak with animals
R: Caster only
D: 6 turns (1 hour)
E: Allows conversation with animals.

When casting this spell, the elf must name one type of animal (such as wolves or sparrows). For the duration of the spell, the elf may speak with all animals of that type if they are within 30'; the effect moves with the caster.

The elf can speak to any normal or giant forms of the specific animal type named, but only to one type at a time. The caster may not use this spell to speak to intelligent animals and fantastic creatures.

The creatures spoken to usually have favorable reactions (+ 2 bonus to the reaction roll), and they can be talked into doing a favor for the elf if the reaction roll is high enough. The animal must be able to understand the request and must be able to perform it.

Elf magic spells level 4

Enchanted weapon
R: Touch
D: 5 rounds per level
E: Makes a weapon temporarily magical.

A weapon of any kind that this spell is cast on becomes magical for the duration of the spell. It gains no bonuses to hit or for the damage, but it can be used to hit lycantropes, various undead, constructs, gargoyles and other creatures that are immune to normal or non-magical weapons.

Fear
R: 0
D: Instant
E: Causes fear in the enemies.

This spell creates a cone of fear, 60' long and 30' wide at the far end, in front of the caster. All the creatures within the cone must make a saving throw vs. spells or run away from the caster at three times their normal rate for 30 rounds.

Growth of animals
R: 36 m
D: 12 turns (2 hours)
E: Doubles the size of one animal.

This spell doubles the size of one normal or giant animal. The animal then has twice its normal strength and inflicts double its normal damage. It may also carry twice its normal encumbrance. This spell does not change an animal's behavior, armor class, or hit points, and does not affect intelligent animal races or fantastic creatures.

Summon animals
R: 108 m
D: 3 turns
E: Calls and befriends normal animals.

Elves never use this spell when hunting: it is said that slaying animals

summoned with this spell may call a curse upon the elf.

With this spell, the elf can summon any or all normal animals within range. Only normal, nonmagical creatures of animal intelligence are affected, including mammals, reptiles, amphibians, etc. The spell does not affect insects, arthropods, humans, and demihumans. The elf may choose one or more known animals, may call for specific types, or may summon everything within range. The total Hit Dice of the animals responding will equal the level of the elf. Treat normal small creatures (frogs, mice, squirrels, small birds, etc.) as 1/10 Hit Die each.

Animals affected will come at their fastest movement rate, and will understand the elf's speech while the spell is in effect. They will befriend and help the elf, to the limit of their abilities. If harmed in any way, a summoned animal will normally flee, the spell broken for that animal. However, if the elf is being attacked when a summoned animal arrives, the animal will immediately attack the opponent, fleeing only if it fails a morale check.

This spell may also be used to calm hostile animals encountered while adventuring.

ELF MAGIC SPELLS LEVEL 5

CONTROL TEMPERATURE 3 M RADIUS
R: Caster only
D: 1 turn per level
E: warms up or cools down the air around the elf.

This spell allows the elf to alter the temperature within an area of 3 m radius. The maximum change is 30 degrees (Celsius), either warmer or cooler. The change occurs immediately, and the effect moves with the elf. The elf may change the temperature simply by concentrating for 1 round, and the temperature will remain changed as long as the spell lasts. The spell is useful for resisting cold or heat so the caster may survive temperature extremes.

CONTROL WINDS
R: 3 m per level
D: 1 turn per level
E: calms or increases wind

With this spell, the elf can cause all the air within range to behave as desired, either increasing to gale force or slowing to a dead calm. The elf needs one full turn of concentration (during which he can't move or attack) to change the wind completely (calm to gale, for example).

Any higher-level spellcaster using the same spell can easily counter the spell. The effect moves with the caster. If the spell is cast against an air creature (such as an elemental), the victim can make a saving throw vs. spells. If the victim fails its roll, the elf can slay or control the air creature by proper use of the wind force. The creature will only obey as long as the elf maintains concentration and while the spell is active; if the elf's concentration is broken or the spell's duration lapses, the creature will attack the elf.

INSECT PLAGUE
R: 144 m
D: 1 day
E: creates a swarm of insects 9 m radius.

This spell summons a vast swarm of insects. The swarm obscures vision and drives off creatures of less than 3 Hit Dice (no saving throw).

The swarm moves at up to 6 m per round as directed by the elf while it is within range. The caster must concentrate, without moving, to control the swarm. If the caster is disturbed, the insects scatter and the spell ends. This spell only works outdoors and above-ground and only in magical forests where elves live.

NEUTRALIZE POISON
R: Touch
D: Permanent
E: A creature is depoisoned

This spell will make poison harmless either in a creature, a plant, , or on a poisoned creature. It will even revive a victim slain by poison if cast within 10 rounds of the poisoning!

The spell will affect any and all poisons of animal or vegetal origin present at the time it is cast, but does not cure any damage.

PLANT DOOR
R: Caster only
D: 1 turn per level
E: Opens a path through growth

For the duration of this spell, no plants can prevent the elf's passage, no matter how dense. Even trees will bend or magically open to allow the elf to pass. The elf can freely carry equipment while moving through such barriers, but no other creature can use the passage.

Note that an elf can hide inside a large tree after casting this spell. The elf cannot see what is happening

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PROTECTION FROM LIGHTNING
R: Touch
D: 1 turn per level
E: protects against electricity

Any recipient of this spell is immune to a given amount of electrical damage. The elf's experience level determines the amount of damage: for each level of experience, one die (1d6) of damage is negated. Subtract the number of dice from the number of dice of damage that would be done to him.

TRANSMUTE ROCK TO MUD
R: 48 m
D: Permanent
E: Changes rock into soft mud

This spell turns natural rock of any kind to into an equal volume of mud. The most that can be transmuted is a cube of 6 m on a side per level. The depth of the mud can never exceed one-half its length and breadth.

Once the spell is cast, the resulting mud acts like normal mud in all situations.

ELF MAGIC SPELLS LEVEL 6

ANTI-ANIMAL SHELL
R: Caster only
D: 1 turn per level
E: Personal barrier that blocks animals.

This spell creates an invisible barrier around the elf's body (less than an inch away). The barrier stops all attacks by animals, both normal and giant-sized, as well as insects and all other nonfantastic creatures of animal intelligence or less (0-2). The elf cannot attack animals while protected except by use of other spells; the animals are protected from the elf's physical attacks, just as the elf is protected from theirs.

CURE SERIOUS WOUNDS
R: Touch
D: Permanent
E: Heals a wounded creature

This spell can cure 2d6 + 2 points of damage to a wounded creature. The elf may cast it on himself if desired. This spell cannot increase a creature's total hit points above the original amount.

The elven version of this spell cannot be reversed and cannot cure paralysis.

PASS PLANT
R: Caster only
D: 1 turn per level of the caster
E: Short range teleportation

With this spell, the elf can enter one tree, teleport, and immediately step out of another tree of the same type. The trees must be large enough to enclose the elf. The range an elf can teleport varies by the type of tree, as follows.

Oak	600 m
Ash, Elm, Linden, Yew	360 m
Evergreen trees	240 m
Other trees	300 m

The elf must know a tree of that type as a destination, or must name a destination area: in the second case, he or she will get out of a tree of the chosen type the closest to the destination he may. If there is none of that type of tree whoatsoever towards the destination, the elf gets out of the same tree he entered in first place.

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ELF MAGIC SPELLS LEVEL 7

DISPEL EVIL

R: 9 m

D: 1 turn

E: Enchanted or undead elves, curses or charme effects

This spell may affect all undead and enchanted (summoned, controlled, and animated) monsters within range that used to be elves. It will destroy the monster unless each victim makes a saving throw vs. spells. If cast at only one creature, that creature takes a —2 penalty to the saving throw. Any creature from another plane is banished (forced to return to its home plane) if it fails the saving throw. Even if the victims successfully roll their saving throws, they must flee the area, and will stay away as long as the caster concentrates; the caster cannot move while concentrating.

This spell will also remove the curse from any one cursed item, or may be used to remove the influence of any magical *charm.*

ROCK

R: Caster only

D: 2 turns per level

E: Turns the elf into a stone

This spell is an elven alternative to the magic-user spell *statue.* It turns the elf into a rock similar to the ones in the area he is, rather than into a statue of himself. An elf may know both versions of the spell, taught separately.

TRANSPORT THROUGH PLANTS

R: Unlimited

D: Instant

E: Long range teleportation

This spell may be used a maximum of once per day. The elf must be near a plant (of any size), and must choose either a general location or a specific known plant elsewhere. After casting the spell, the elf magically enters the nearby plant and steps out of a plant at the destination (if the elf could not specify the exact plant, he appears from a plant determined randomly by the DM). There is no limit to the range, but the plants must both be living for the spell to work, and must both be on the same plane of existence and planet. If either plant is dead, the spell fails. Otherwise, the caster immediately reappears at the new location. The caster can transport two additional willing creatures.

TRUESIGHT

R: Caster only

D: 1 turn + 1 round per level

E: Reveals all things

When he casts this spell, the elf is able to see all things within 120'. The spell is quite powerful; the elf can clearly see all hidden, invisible, and ethereal objects and creatures as with the magic-user *detect invisible* spell. In addition, any secret doors as well as things or creatures not in their true form—whether *polymorphed,* disguised, or otherwise—are seen as they truly are, with no possibility of deception.

Alignment is also "seen," as is experience and power.

TURN WOOD

R: 9 m

D: 1 turn per level

E: Pushes all wood things away from caster

This spell creates an invisible wave of force, 36 m long and 18 m tall. Its midpoint can be created anywhere within 9 m of the caster. This wave of force then immediately moves in one horizontal direction, as specified by the caster, at the rate of 3 m per round. If the elf desires, he can stop the wave of force at any time, but cannot thereafter move it again.

All wooden objects contacting or contacted by the wave of force become stuck to it and move with it. The wave of force continues moving until it reaches the maximum range of 108 m and stops there for the remainder of the spell duration duration. The items caught are not harmed by the effect, but wooden weapons (bows, crossbows, most spears and javelins, etc.) and magical items (wands, staves, etc.) cannot be used while trapped in the effect.

Once created, the wave of force does not require concentration. However, the caster may cause it to vanish before the duration ends by concentrating for one round.

This spell has many useful applications during mass combat (against a group of archers or siege engines) and waterborne adventures (to move a ship). It will move wooden objects which have metal attachments (such as treasure chests) as well.

However, it will not move permanent constructions (such as buildings, including objects permanently attached to them such as doors) or other secured objects (such as trees).

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ELF MAGIC SPELLS LEVEL 8

CREEPING DOOM
R: 36 m
D: 1 round per level
E: Creates a 6 m x 6 m insect horde

This spell magically creates a huge swarm of 1,000 creeping insects, appearing anywhere within 36 m of the elf (as chosen by the caster). They fill an area at least 6 m x 6 m, and can be ordered to fill any area up to a maximum of 18 m x 18 m.

The *creeping doom* can move at up to 18 (6) m if the caster remains within 36 m of any part of the swarm. They vanish after the duration ends, or whenever the elf is more than 36 m away. The insects always attack everyone and everything in their path, inflicting 1 point of damage per 10 insects, a total of 100 points per round to each creature caught in the effect (no saving throw). Normal attacks (such as fire) can damage the horde slightly, but even a *fireball* spell will only slay 100 of them (reducing the damage accordingly). The *creeping doom* can be destroyed by a *dispel magic* spell (at normal chances for success), but it can penetrate a *protection from evil* effect, and can move over most obstacles at the normal movement rate.

METAL TO WOOD
R: 36 m
D: Permanent
E: Cnages metal into dead wood

This spell can be used to change any metal item or items into wood. The spell can transmute 1/2 kg weight per level of the caster. Any magical metal item is 90% resistant to the magic. The effect is permanent, and the affected metal cannot be changed back with a *dispel magic* spell. Any armor changed to wood falls off the wearer and any weapons affected turn to nonmagical wooden clubs.

WEATHER CONTROL
R: Caster only
D: Concentration
E: All weather within 240 m

This spell allows the elf to create one special weather condition in the surrounding area (within a 240 m radius). The caster may select the weather condition. The spell only works outdoors, and the weather will affect all creatures in the area (including the caster). The effects last as long as the caster concentrates, without moving; if the caster is being moved (for example, aboard a ship), the effect moves also. The spell's effects vary, but the following results are typical:

Rain: -2 penalty to attack rolls applies to all missile fire. After three turns, the ground becomes muddy, reducing movement to half normal rate.

Snow: Visibility (the distance a creature can see) is reduced to 6 m; movement is reduced to half the normal rate. Rivers and streams may freeze over. Mud remains after the snow thaws, for the same movement penalty.

Fog: 6 m visibility, half normal movement. Those within the fog might become lost, moving in the wrong direction.

Clear: This cancels bad weather (rain, snow, fog) but not secondary effects (such as mud).

Intense Heat: Movement reduced to half normal. Excess water (from rain, snow, mud transmuted from rock, etc.) dries up.

High Winds: No missile fire or flying is possible. Movement reduced to half normal. At sea, ships sailing with the wind move 50% faster. In the desert, high winds create a sandstorm, for half normal movement and 6 m visibility.

Tornado: This creates a whirlwind under the elf control, attacking and moving as if it was a 12 HD air elemental. At sea, treat the tornado as a storm or gale.

ELF MAGIC SPELLS LEVEL 9

ELVEN SWORD
R: 9 m
D: 6 rounds + 1 round per level
E: Creates a sword of force

This spell allows the elf to create a shimmering sword·like blade of force . The elf is able to wield this weapon as if he or she were holding it. An elf cannot both fight with this sword and fight with other weapons. but it will just hang in space if the elf must neglect it for a few rounds to handle something else. It has no bonuses, but can hit any sort of opponent, even those normally struck only by + 3 weapons. It hits any armor class on a roll of 19 or 20 . It inflicts 4d6 points of damage per hit and lasts until the spell duration expires, a successful *dispel magic* is cast on it, or the caster no longer wants it.

This sword can be used for any special maneuvers, just as a normal sword can, and strength bonuses, weapon mastery bonuses and any other bonuses apply as usual to its attack rolls and damage.

MAGIC RESEARCH

Magic reserach is a procedure typical of the spellcaster classes that is used for three main purposes: researching spells, creating magic items and animating constructs. Under given circumstances, even non-spellcasting demi-humans can create magic items, using their clan relic.

In the campaign in the Principalities, spellcasters are highly recommended to spend a lot of time in their research.

SPELL RESEARCH

Spell research is used by arcane spellcasters to gain new spells: it allows them to find the formula for a common spell (the ones listed in the spellbook sheet) or to develop a new spell.

The procedure is described in the Gazetteer of Glantri and in the rules cyclopedia. Here I summarize it.

LIBRARY

A spellcaster must have access to a library to research spells. The library must contain books of magic (not spellbooks) for a total value of 2.000 Dc, plus 2.000 Dc per level of the spellcaster. Thus, a 1st level spellcaster only needs a 4.000 Dc worth library, while a 4th level one will need a library worth 10.000 Dc or more.

If the spellcaster is the owner of the library, he gets a +1% bonus for the research of new spells for every 2.000 Dc of value above the required minimum.

If the research is successfull, 10% of the money spent for the research (see below) is added to the total value of the library.

TIME

Spell research takes 1 week plus 1 day per level of the spell. Thus, a 1st level spell takes 8 days to be studied, while a 7th level spell takes 14 days and a 9th level spell takes 16 days.

MONEY

Spell research needs expensive materials and ingredients to be used. The cost to research a spell is 1.000 Dc per level of the spell.

SPECIAL INGREDIENTS

Spells of higher levels (5th and above) often require some particular ingredient to be researched. Some of them may be bought in spell shops, but mainly these ingredients must be acquired through adventures. This ingredient is not included in the cost of the research.

CHANCES OF SUCCESS

If a spellcaster is researching a common spell, the chances of success are calculated with this formula:

(Int + Level) x 2 - Spell level x 3

If a spellcaster is researching a new spell, the process is harder and the formula is:

(Int + Level) x 2 - Spell level x 5

The success is determined by rolling 1d%: with a score equal to or below the determined one, the research succeeds. With a higher score, it fails.

Scores 96-00 always fail. There is no automatic success score.

MAGIC ITEMS

These rules apply when a spellcaster of level 9 or higher tries to enchant a magic item.

LABORATORY

A magic laboratory is required to create magic items. It is not as expensive as creating a library, though: a basic laboratory worth 2.000 Dc allows to create magic items using 1st level spells and weapons and armors with base bonus +1. Per each 1.000 Dc spent on it, the level of the spells increases by 1. Per each 2.000 Dc the bonus to weapons and armor increases by 1.

Laboratory size does not influence the chances of creating items.

LEVEL AND LIMITATIONS

Spellcasters must be 9th level or higher to create magic items. I added a limitation to the power of weapons and armors on the base of the spellcaster's level, as described in the table in this page.

SPECIAL INGREDIENTS

High level magic items and very uncommon special effects may require a special ingredient not easy to find. The master may allow the spellcaster to buy some special ingredients in shops, but mostly they are obtained by monsters and in adventures.

EFFECTS

When creating a magic item, first thing to do is to write a list of the effects for the desired item. Each effect must be connected to a spell: if the spellcaster does not have a spell to cover that effect, he will have to research it before enchanting the item.

A spellcaster who may cast the *wish* spell may use it to give a magic item any effect even if he does not know an appropriate spell.

INITIAL ENCHANTMENT

Sum up all the levels of the spells used to create one item, then multiply the result by 1.000. This is the cost in Dc of the *Initial enchantment*.

If a magic item has charges, add 10% of the initial enchantment cost to the total for each charge. If the item cannot be recharged (such as potions and scrolls, or if the spellcaster does not want to), the cost of the initial enchantment is reduced by 20%.

For permanent magic items multiply the cost of the initial enchantment by 6.

Spells on a parchment scroll are enchanted separately. A scroll may contain up to 7 spells.

Potions can be brewed to up to 10 portions together in a big cauldron.

CHANCES OF SUCCESS

If a spellcaster is trying to enchant an item he never made before, the chance of success is like researching a new spell, using the level of the spell to use for the item:

(Int + level) x 2 - (spell level x 5)

If a spellcaster is trying to enchant an item he already made before, the chances are the same as researching a common spell:

(Int + level) x 2 - (spell level x 3)

To be sure to use the correct formula, a spellcaster should always keep a diary of the items he creates.

MULTIPLE EFFECTS

If a magic item has more than 1 power, the single effects are enchanted separately. The first to be enchanted is the one of the lower level and they will be enchanted ordered by increasing level of power.

If one enchantment fails, it's not possible to try and add the following powers, so the object will be less powerful than expected. Once the creation of an item is over, it's not possible to add any more effects.

TIME LIMITATIONS

Permanent items may be limited in the number of uses per day, month, or week. In this case their initial enchantment cost will be reduced as follows:

Up to 3 uses per hour:	-10%
Up to 3 uses per day:	-20%
Up to 3 uses per week:	-30%
Up to 3 uses per month:	-35%
Up to 3 uses per year:	-40%

Their final cost will be calculated by multiplying the initial enchantment by 4, then add 10% per each time it can be used in that period of time (up to 3).

TIME

To enchant an item it's necessary one week time, plus one day per every 1.000 Dc spent on it (round up).

WEAPONS AND ARMORS

All spellcasters may enchant weapons with an attack bonus without knowing any particular spell.

The cost of the initial enchantment for weapons depends on the damage dealt by the non-enchanted weapon:

Up to 1d2	1.500 Dc
1d4	3.000 Dc
1d6	4.500 Dc
1d8	6.000 Dc
1d10	7.500 Dc

The cost of the initial enchantment for armors depends on the armor itself:

Leather armor	1.500 Dc
Scale mail	2.500 Dc
Chain mail	4.500 Dc
Banded mail	7.500 Dc
Plate mail	12.000 Dc
Full armor	25.000 Dc
Alphatian silk robe	25.000 Dc
Elven silver mail	25.000 Dc
Dragon hide mail	25.000 Dc

Initial enchantment gives a weapon or an armor a +1 bonus.

To increase the bonus, it's necessary to multiply the initial enchantment cost by the desired number of bonuses.

Chances of success are equal to the chance of researching a common spell of a level same level as the base bonus given (1 to 5).

If a weapon has powers, they must be enchanted separately. If a weapon is more effective against some oponents (+1+2 vs. enemy or similar), the extra bonus is enchanted separately.

The cost of extra bonuses is half of the initial enchantment for the same bonus. Note that the special bonus includes the base bonus when written after a weapon, but for the enchantment that must not be considered. For example, a sword +1+2 against elementals is enchanted with a base +1 enchantment and a +1 bonus enchantment against elementals.

Intelligent weapons are very bizarre mistakes: there is a 1% chance per every weapon created that that weapon is intelligent.

Powerful magic weapons are not easy to make: spellcasters may not be able to enchant powerful ones until they master magic very well. The chart in this page shows the limit of the magic weapons enchanting ability of elves, based on their level.

ELF'S LEVEL	MAXIMUM WEAPON BONUS	MAXIMUM ARMOR, SHIELD OR PROTECTIVE ITEM BONUS	MAXIMUM N. OF SPECIAL POWERS
9	+1 +2 vs. enemy	+1	2
11	+2 +4 vs. enemy	+2	3
13	+3 +6 vs. enemy	+3	4
15	+4 +8 vs. enemy	+4	5
17	+5 +10 vs. enemy	+5	6

MAGIC RESEARCH

CONSTRUCTS

To animate constructs, a spellcaster may use level 8 spell *Create magic monster* or level 9 spell *create any monster,* or he may research the new spells *animate minor construct* and *animate greater construct*. This second method allows a spellcaster to start creating constructs from level 9, without waiting to have 8th level spells to do so.

LIMITATIONS

A spellcaster may control a number of constructs equal to his level plus his intelligence score. In this sum, each greater construct is considered as 3 minor constructs.

RESEARCH

The procedure to animate a construct is researched like a spell. For minor constructs, the procedure is considered a spell level 2 +1 per each special ability (*) in the monster's description. For greater constructs, the procedure is a spell level 4 +1 per each special ability (*) in the monster's description.

CHANCES OF SUCCESS

The construct is a permanent magic item with the same level of the researched procedure. The chance of success is determined with the following formula:

(Int + level) x 2 - (DV + n. Abilities) x 2

If it's not the first time a spellcaster animates the same construct, his chances are increased of +2% per each success he already obtained, up to a maximum bonus of +20%.

COST

The cost is 1.000 Dc per HD of the construct, +100 Dc per each "+1" or -100 Dc per each "-1". This cost must be doubled once per each special ability (*) of the construct.

LABORATORY

A laboratory to animate constructs is very expensive. A spellcaster needs a special construct laboratory worth 15.000 Dc to create 2nd level minor constructs. An extra 5.000 Dc must be spent per every level above the 2nd.

Greater constructs need a laboratory worth 30.000 Dc for a 4th level one, plus 10.000 Dc per level above 4th.

TIME

Like all other researches, both the research for the procedure and the animation of the construct require one week, plus 1 day per each 1.000 Dc spent.

HUGE MAGIC ITEMS

When it comes to enchanting magic items there's always someone that wants to go several steps further and make a flying vessel, a moving fortress or something similarly huge, just to show to the world his power and to frighten the enemies. This is usually some very high level spellcaster's craft, both because this kind of enchantments requires a huge space and a lot of money, and because it requires also a huge number of spells to cast.

To be able to create a huge magic item, an elf kord must be level 18 or higher, while an elf mage may just be level 15 or higher. Moreover, the spellcaster must either be hiring someone that has skills to build the same item, but non-magical, or have himself the relative general skill at a minimum score of 15.

For example, a magic user that wants to build a flying ship must hire a naval engineer or have the general skill *ship-building* with a score of 15 or higher.

The hired character, or the magic user himself if he doesn't need to hire

anyone, will be the supervisor of the construction, and must check his skill three times per day, every day needed for the construction. Three fails in the same day mean that the supervisor didn't notice a fatal mistake in the construction that will make the finished item completely impossible to use. However, the mistake will only be evident when the item will be used the first time. For this reason, a character that plans building such a magic item may decide to hire at least two or three supervisors, to make sure that there is no fatal mistake made. This way, if one fails to see it, the other supervisors should all be failing the same three tests on the same day not to notice it.

For the same reason, the skill tests must be rolled by the DM without telling the player the results, so that he is not sure of the quality of the construction until the item is used the first time.

STRUCTURE

The whole structure of a huge magic item must be enchanted. For a ship, the structure is made by the shell, the top bridge and the quarterdecks. For a building, the structure is made of the outer walls and a flat area of floors at least as big as the whole area included among the walls. For buildings, the walls can be made of wood, metal or stone, but the floor must be either stone or metal.

The structure must be created with spells that must be researched expressely (and are considered new spells when researched), and that create real, permanent and non-dispellable objects. Normal construction techniques may never generate a structure that's resistent enough to cope with the magic and the shakes and pressure the item will be suffering when used.

All of the interiors and the subsidiary structures may be built normally, though.

MAGIC RESEARCH

CONSTRUCTION PROCESS

When a spellcaster wants to spend his money and time in enchanting a huge item, he must draw a detailed project first, with all of the walls, floors and anything he may need. Together with the DM, the player that plays the caster must determine exactly how many spells he will need, to create the whole structure and, if he wants, the subsidiary structures of the item.

Each spell will create one portion of the item, and each portion must be enchanted with all of the spells the final item will need. Obviously, in the structure there must be left some holes to add doors, that can either be made with magic or normally built.

The spells cast on each portion of the structure count as multiple spell effects only for that portion.

When some mistake is made enchanting a portion of the structure, because the structure is still being built, it is possible to remove that portion and create another one and repeat the process. This will not undermine the construction, but will require a longer time and a bigger cost on the final product.

CONSTRUCTION SPEED

The construction speed depends on the number of spellcasters taking part in the project at the same time. After counting the number of portions of structure, and the number of spells and successful enchantments of each type needed to complete the item, the DM must determine how many of these spells per day may the spellcasters taking part in the project cast each day. On the base of these numbers, DM and player must determine the total time needed.

WALLS AND FLOORS

Walls and floors that are not part of the structure may be crafted normally, and don't need to be made with magic. If they are made normally, the enchanter must hire specialists to build them and pay for them.

If he only wants to finish the interiors with the creation spells, he just needs to calculate the time he needs to complete them all, dividing the number of portions needed for the total number of spells that the spellcasters able to cast that creation spell may cast every day.

Some separate sections of walls or floors, not connected to the structure, may also be enchanted with different spells, if the enchanter wants.

FINAL DETAILS

If normal magic items or weapons are attached to the structure, like ballistas to protect the vessel or fortress from monsters and enemies, these are normally enchanted separately and just applied on the structure. If the items must be actvated from inside the structure, this still does not affect the total cost of the item and its construction.

COST OF THE ENCHANTMENT

The cost of the enchantment of the whole structure is calculated multiplying the total number of levels of spells needed in the whole enchantment process (there including the portions where the enchantment failed and had to be substituted) by 3.000, in gold Ducats. This total does not cover the pays of the specialists and the spellcasters that took part in the construction, or the cost of the parts of the item not made by magic or added separately.

EXPERIENCE

The enchantment of a huge magic item is a gargantuan achievement, and it requires a lot of time and money, but it rewards the one that embarked in this task with the right amount of experience. The character that commissioned the item and paid for it gets 1 XP forr every 3 Dc paid for the item, including all the pays for the specialists and the cost of the interiors and appliances.

However, if the construction is undermined by structural problems not identified in the construction phase, the character only gets 1 XP for every 30 Dc invested.

DISPEL MAGIC

It may happen that the enchanted item may be hit by a *dispel magic* attack while moving. For a similar attack to have any sort of effect, the whole structure of the item must be within the area affected by the spell (6 X 6 X 6 m), otherwise the spell is wasted. If the structure fits in the area, the spell may affect it, and the test to determine if it works must be done.

If the spell works, all of the non.permanent spells on the item are dissolved, and all of the permanent ones are suspended for 1d10 rounds. This means that flying ships fall, submarines sink, and so on, at least until the spells get back to work. If that doesn't happen soon enough, a flying ship that falls on the ground suffers the hit damage on every single portion of the structure, and the same damage is dealt to each creature that is inside the ship. However, if the spells start working again before the crash, there's time to avoid the impact and nobody gets any damage.

SCHOOLS OF MAGIC

A spellcaster may learn his craft, in the beginning, only if someone teaches him. Usually, every spellcaster starts an apprenticeship under a powerful spellcaster (level 9 minimum), and his apprenticeship ends when the student reaches level 9 as well. From that moment on, a spellcaster has enough knowledge and magic powers to keep on his studies alone.

However, in the Principalities of Glantri, there are also some Schools of Magic. These are places where apprentice spellcasters are followed not by one, but by a group of teachers and are free to exercise their powers in a safe environment.

In the schools, the students also have access to big libraries and may research for new spells and unusual forms of magic.

Obviously, the best school in the Principalities, where all of the young spellcasters want to go, is the Great School of Magic in the capital. Here they say that students may follow courses that teach them particular magic abilities, and that there are aso some secret courses that teach powerful types of magic.

In the Principalities there are several other small schools of magic. Some of them are described here, but the DM may decide to add more to the list.

THE GREAT SCHOOL OF MAGIC

This is the greatest school of magic in the Principalities, and the most exclusive. Most of the Nobles studied here and all of the nobles' sons and daughters study here as well. To be accepted in the school, you don't only need to be a Glantrian born citizen, but you also need to have some references from a magician that graduated in the school. This helps protect the school's reputation and secrets.

The Great School of Magic is said to have secret courses that teach powerful types of magic, and the special courses that teach magic abilities. The Library is huge and there is plenty of laboratories

where the students may try their new spells. In this school there are some of the best magicians in the country as teachers, and you may also happen to have Princes and other Nobles as teachers.

To get a diploma in this exclusive school is one of the mandatory requirements to become a Noble.

REDSPRINGS (FONTE ROSSA)

Redsprings is a tower in the Principality of Blackhill that is also the Office of the Knights of Blackhill. Here, the knights teach to the unexperienced boys how to fight, while some experienced elves teach the young knights and the gifted boys how to cast magic. Most of the knights keep visiting the tower to learn their new spells, but usually the young students are only taken up to level 3. Then, they are either given a reference letter for their great achievements and are invited to continue with their instruction in the Great School of Magic, or they are invited to start adventuring and find their way in the world.

THE SCHOOL

The School was the first ever school of magic in the Principalities, and it is a small institution of the Viscounty of Castelbianco, that even gave the name to the village where it is, Scuola (School). It is a very small school that only takes children from the Viscounty, where they are taught how to read and write, and the most gifted ones are taught the basics of magic. At the end of the three years cycle, the best student in the School earns a reference letter for the Great School of Magic, written by the Viscount himself.

THE TOWER ABOVE THE CLOUDS (LA TORRE SOPRA LE NUVOLE)

Legends say that in the Principality of Erewan there is a tower built on a cloud, where young elves are taught fighting and magic. Only elves of Erewan are allowed in the Tower, and

nobody really knows what's going on in there. They say you need to know one that studies there to be admitted in this school, and apparently all of the students are taught pegasus-riding and longbow archery.

ALPHEA

Another small school in the Principality of Blackhill, this school is only for girls and the headmistress, Faragonda, teaches them the basics of magic, until level 5. When they reach level 5, Faragonda usually picks some very talented ones to send to the Grat School of Magic with her reference letter. In Alphea the girls are also taught make-up, fashion and etiquette courses, to be perfect ladies in the future.

TORRENUVOLA

This school is also said to exist in legends. Nobody even knows where it is, but takes its name from the fact that it's always covered in clouds, because its towers peak very very high.

They say that the students in this school are only witches and warlocks, and the headmistress, Grizelda, is one of the most powerful witches in the world as well.

Apparently, the School is hidden by the magic of the Witches and the students of this school always end up in the School of Magic somehow, and always become witches or warlocks as well...

LIFE IN THE SCHOOLS

Students in the schools of magic must pay an inscription and a daily, weekly, monthly or annual fee. The cost is usually proportioned to the level of the student. By paying the costs, the student gets food, a place to sleep, and usually a uniform. The student must attend the daily classes that teachers give, and may freely use the library and the laboratories of the school, normally under some teacher's supervision. When a student uses the library and the

laboratories to research new spells, it is always the student that has to buy or find the ingredients and pay for them.

In the schools there are often exams, that may be at the end of one course, after one year, or whenever a student has enough experience to step to the next level. Usually, there's also a final exam. Whenever a student gets to a new level, the teachers of the school pick one new spell to teach him. When a student passes the final exam, it is tradition to give him as a present a small magic item. If the student hasa a prevalent teacher, it will be this teacher's duty to pick the present, otherwise it will be the Headmaster.

May schools have special courses that the students may attend by paying an extra fee, and that may teach the students new abilities and new ways to use magic. These courses can be different from school to school, but usually they don't have exams to pass and, at the end of the course, the student gets some new skill or improves somehow in his abilities.

PRIVATE TEACHERS

The young spellcasters that, for any reason, cannot attend any school of magic must do their apprenticeship with a private teacher. Private teachers are usually busy magicians who need an apprentice for their daily tasks, and as a reward for their services, they use their spare time to teach the apprentice some magic, and allow him to use the library and laboratory they own. Private teachers may teach their students the use of weapons, abilities, skills, spellls, and in general whatever they know themselves. Obviously, this is a much more limited option than studying in a school with several teachers around.

The apprenticeship with a private teacher is usually for free, because the apprentice does chores for the teacher most of the time: he must take care of the house, clean it, prepare meals, go shopping, follow the teacher in adventures or even deal with dangerous tasks, if requested. When adventuring with the teacher, an apprentice only gets 10% of the total loot. All of the books found in the adventures are taken by the teacher, even if they are found in adventures that the student went to as an order of his teacher, but without him.

In exchange for this, the teacher will teach the student one new spell at every level up, and will help him improving skills, weapon mastery, magic abilities and so on for no additional cost. The student is also allowed to use the library and the laboratory of the teacher to study and develop his own spells. In this case, the student must pay for the needed ingredients, or find them himself.

The student is free to adventure wthout the teacher, if the teacher is informed and agrees. The teacher may request that the apprentice comes back by a given day, or that he doesn't leave for adventuring too often, otherwise he would not be able to take care of his teacher and his household properly.

CAREERS

If there's a character that can literally do everything he wants in the Principalities, this is the elf. Glantri is a nation built around magic, and the more you have, the more you can achieve whatever you want. The elves are not only allowed to attend the schools of magic, they can also become nobles and reach top ranks in any guild, associtaulion, organization ad army.

Let's see some of the more common options for the elves, but keep in mind that there's virtually no limit to the deveopment of an elf in this country.

NOBLES

Arcane spellcasters may become nobles. Any Glantrian born Arcane spellcaster that graduated from the Great School of Magic may submit to the council a plea to obtain the title of Baron and get a Barony. It is not granted that the Council accepts, though, and it is very adviseable that Arcanes that pick this road have some fame, some big achievements or some very interesting proposals for the new barony before submitting their plea.

Nobles get an income from taxes, but must pay part of them to the Council, use another part to keep the dominion going, and only after doing so they have an income to take. They must care for the feud and fulfill the needs of the population, and that leaves them with little time for adventuring and research. However, this is still the career that gives an Arcane the most power, because every Noble is called to sit in the Parliament and may take decisions that influence the whole country.

KNIGHTS ORDERS

Elves can become knights, but if they do they give up the chance of becoming nobles themselves and ruling a feud. However, if they do decide to become a knight, the same rules and restrictions apply as for human knights.

Elves may become knights by being invited to join one of the Knights Orders. In the Principalities there are 11 Orders, and the two that are more congenial to elven knights, and are mostly made of elves, are the Order of Erewan and the Order of Belcadiz. Some other Orders, like the Order of Blackhill and the Order of Bergdhoven, don't usually allow any elf in their ranks.

For a better overview of the Knights Orders, and a description of the duties and privileges of knights, you can read the *Fighter's Handbook* in this same series. I don't report all of that material for a matter of space in this book.

TEACHER

Spellcasters that prove theirselves powerful and trustworthy may be hired by schools as teachers for young students. If they accept, they get a number of privilegies. Teachers can use libraries and labs of the schools without paying anything, and often get invitations from the other schools for exchange programs. Teachers get a room and free food in the school, and are paid for their teachings. Moreover, they are allowed ten days licence every three months for adventuring, or just to deal with their own personal business. Being a teacher allows the spellcaster to be in contact with other powerful arcanes, learn from them as well, and gather respect and influence.

Most of the retired teachers are also invited in the Wise men's league, which is a guild that is often cosulted by the Council when the Princes need advice on very important matters.

This career is the best choice for all of those spellcasters that want to pursue the search for magic and knowledge without the crave for power and political ambitions.

SHRINES OF RAD

If an Arcane doesn't want to be involved in political games, doesn't want power, doesn't feel the need to instruct young arcanes, and doesn't want to be rich, another good choice may be to join the shrines of Rad. The Priests that live in the temples are reverred by normal people, and spend most of their time in magic research, meditation and study. Their prayers to Rad bring them close to enlightment, and they are usually very intelligent and wise men.

Their wealth comes from donations from citizens and, especially, nobles, and in the shrines they take care of each other, teaching the young ones how to cast spells and fight, sharing chores and praying.

Even if the life of the Priest doesn't seem very exciting, priests may also adventure out of their shrine to gather treasures and knowledge for the shrine, and to atract new accolites that will in time become priests.

There is also a short hierarchy in the shrines, with accolites being at the bottom, priests in the middle, and Deans on the top. The Deans of the shrines are very respected everywhere and may be also called by nobles for advice and help, in exchange for donations.

They say that the shrines of Rad have plenty of magic ittems hidden it their vaults, and the Dean of the Shrine may freely use them or give them to the priests for a short time, if they need them to protect Rad and his Shrines.

CAREERS

THE ARMY

The Army is better described in the Fighter's handbook. However, the arcanes may join the army as well, like any other character. For them, there are some special corps where they undergo spell training in battle and are usually equipped with magic items, to fight and protect themselves more effectively.

Moreover, when they get promotions, the arcanes are normally allowed higher ranks than the mundane. For a Prince to become one of the Commander Generals of the Great Army, he needs to have some rank in the Army. For this reason, most of the Arcane sons of the Princes are usually trained in the army for some years, after their diploma at the Great School of Magic.

The Army is an easy way to teach a young Arcane the control for his powers, the discipline, the respect for the lives of the inferiors, the loyalty to the Country and some tactics. Moreover, it can be a good place where an Arcane may shine and be noticed by some superior who may give him a reference letter for the Great School of Magic, or introduce him to influent people that could help him improve his situation.

GUILD MEMBER

Arcanes in Glantri may do whatever job they want, and usually they perform them with magic. This makes of them some very special and important members for any guild or association. Here are some examples.

Thieves guilds: Arcanes may be helping thieves in their burglaries and crimes with their magic. Thieves guilds pay very well, and the spellcasters always need money for their experiments.

Merchants guilds: Spellcasters may be merchants like everyone else, but they may also become professional magic items enchanters and sell their creations, which is something a lot of merchants couldn't do. If the DM allows a spellcaster to pick this path, it must be clear that, because magic items are quite expensive, the spellcaster will not produce items on an industrial scale, but he'll rather receive orders and commissions for them, and may need to go adventuring to find some special ingredients, when he receivess particularly hard-to-make, but well rewarded items.

Artists' guilds: Magical artists may produce living paintings, moving statues, and other particular forms of art that are very appreciated by nobles and rich people. However, this job is not very well rewarded if the character is not famous enough.

Monster hunters: Monster hunters may really get some kick by working with arcanes, especially if they need to trap a monster and get it alive. Monster hunting is a dangerous task, but the hunters are usually well paid, and they may also loot the monsters' lairs, which makes for them a double gain.

Movers' Guild: Movers always need magic for the most complicated, biggest and more dangerous things they may move. They are often hired by nobles that change feud, and may be paid a lot for their services.

Experience and Level Up

Individual Experience

This rule allows characters to get personalized experience growth. With this rule, characters gain different amounts of XP by doing different things. When they perform actions that are more strictly connected with their class, the characters earn more XP, while they earn less when they do things that are not very congenial to them.

For the purpose of this setting, the elves have most in common with the magic-user than with any other class. Especially, they have the same goals and objectives in this campaign, therefore for the rules about experience, they are treated exactly like magic-users.

Kill Enemies

That's the Fighter's job, not the magician's. When killling monsters, an elf only gets 2/3 of the given XP.

Find Treasures

Treasures are useful: they can be spent for research, but they are not the spellcasters' moving reason for their career. Elves only get 50% of the experience from money, or 1 XP for every 2 Dc worth of treasure. If they get money by stealing, commerce or any other job, the amount of XP they get reduces to 1 XP for every 10 Dc gained.

Find magic books

Magic books are some of the most treasured things for elves, and they try to collect as many as they can of them. An elf will get 1 XP for every 1 Dc worth of value of books found in adventures. However, he will only receive 1 XP for every 10 Dc worth of books that he bought, stole or received in any other way. An Arcane can never really know the value of a book before readying it. To read a book, a spellcaster needs 1 day for every 10 Dc worth of value, and he will get the experience only after the book has been read thoroughly.

Obtain new spells

Getting new spells is considered the apex of the research and studies of every Arcane. The new spells, especially if they have been invented by the caster, mean more power.

When a spellcaster researches new spells, he gets 1.000 XP per level of the spell if the researched spell is common, but if it is new, he gets 1.500 XP per level. However, this applies only for the success in the magic research. If the research fails, the caster only gets 10% of that amount.

Getting spells through stealing, commerce or exchange only gives 10% of the amount one would get for researching a spell.

Being taught a new spell from one's teacher, is worth 25% of the amount that would come from researching it.

Finding a new spell as part of the loot in an adventure gives the caster 50% of the XP he would get researching it.

Spellcasters don't get XP for aquiring spells they already know, but only for spells they find for the first time.

Enchant magic items

Enchanting magic items gives a spellcaster 1 XP per Dc spent in the enchantment, if the enchantment succeeds. If the enchantment fails, the character gets only 10% of that amount.

Finding, buying or selling magic items doesn't reward any XP. Only making them does.

Wise use of spells

If a spellcaster uses his spells in a wise, smart or creative way, the DM may reward him for it and give him a bonus. This bonus should always be around 100 XP per level of the spell, and shouldn't be given too often, so that spellcasters are pushed to find new ways to use their spells.

Find Ingredients

Some spells or magic items need special ingredients to be researched and, when the spellcaster manages to get them, the DM should reward him with an XP bonus worth 100 XP per level of the spell to research, or 100 XP per HD of the monster killed to find it.

Enchant huge magic items

The enchantment of a huge magic item is a gargantuan achievement, and it requires a lot of time and money, but it rewards the one that embarked in this task with the right amount of experience. The character that commissioned the item and paid for it gets 1 XP forr every 3 Dc paid for the item, including all the pays for the specialists and the cost of the interiors and appliances.

However, if the construction is undermined by structural problems not identified in the construction phase, the character only gets 1 XP for every 30 Dc invested.

To get a huge magic item in any other way doesn't give any XP to the character.

Animate constructs

This applies only to the constructs that are not animated through the 8th and 9th level *create monster* spells.

Researching the process to create a lesser construct gives the magician 200 XP plus 100 XP for each special ability of the construct. For a Greater construct, the base reward is 400 XP, but it still increases of 100 XP for each special ability. A failed attempt doesn't grant any XP.

The successful animation of a construct for the first time gives the caster 1 XP per Dc spent in the process. However, if the caster animates more constructs of the same type, he will only get 10% of this amount from the second time on.

Magic secrets

There are many secrets that only wait to be found, and many are connected with magic. The DM may give a character a bonus in XP if he discovers any magic-related secret.

EXPERIENCE AND LEVEL UP

Usually this kind of bonus is worth between 2% and 5% of the XP the character already has.

CAREER

An Arcane that becomes a noble gains a +5% bonus on his total XP, and this bonus is repeated any time the spellcaster gets a higher rank as a noble.

Becoming the head of a guild, a fraternity, or any other association, may be rewarded in the same way by the DM, but the bonus may be lower, being between 1% and 5% of the XP of the character.

LEVEL UP

This rule was designed initially only for arcanes and only for the Principalities of Glantri. The rule pushes characters to achieve something that is in line with their character's skills and goals before they can increase their level.

In particular, arcanes are required to research a new spell before they can achieve the next level of experience, showing that they learned something new. The spell must be researched, not taught or found, and may need more than only one try, especially at low levels.

The spell may be of any level, and may be a common spell or a new one, as the spellcaster prefers. Only when the arcane manages to learn the new spell, his teacher will allow him to proceed to the new level and teach him new magic.

ELF EXPERIENCE MODIFIERS	
ACTION	XP
KILL MONSTERS	x 2/3
FIND TREASURES	x 1/2
COMMERCE AND WORK	x 1/10
GAIN BOOKS IN ADVENTURES	x 1
GAIN BOOKS OTHER WAYS	x 1/10
COMMON SPELL RESEARCH	Success: 1.000 x lv
	Fail: 100 x lv
NEW SPELL RESEARCH	Success: 1.500 x lv
	Fail: 150 x lv
SPELLS BOUGHT, STOLEN OR BARGAINED	x 1/10
SPELLS TAUGHT BY TEACHER	x 1/4
SPELLS FOUND IN ADVENTURES	x1/2
MAGIC ITEM CREATION	Success: 1 XP per Dc
	Fail: 1 XP per 10 Dc
WISE USE OF SPELLS	100 x lv
FIND COMPONENTS	100 x lv
	100 x HD
CREATE HUGE MAGIC ITEMS	Success: 1 XP per 3 Dc
	Fail: 1 XP per 30 Dc
MINOR CONSTRUCT PROCEDURE RESEARCH	200 + 100 per ability
GREATER CONSTRUCT PROCEDURE RESEARCH	400 + 100 per ability
ANIMATE CONSTRUCT	First time: 1 XP per Dc
	Later: 1 XP per 10 Dc
	Fail: no XP
DISCOVER MAGIC SECRETS	Master's decision
BECOME A NOBLE OR GET A HIGHER TITLE	+5% XP

Arsenic and old Spellbooks

The Elf

is a non-official product for

DUNGEON & DRAGON

The rules in this book have been developed only for private use
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Fully reviewed by January 10th 2021

Emanuele Betti