



Middle Earth

d20 System

Core Rule Book

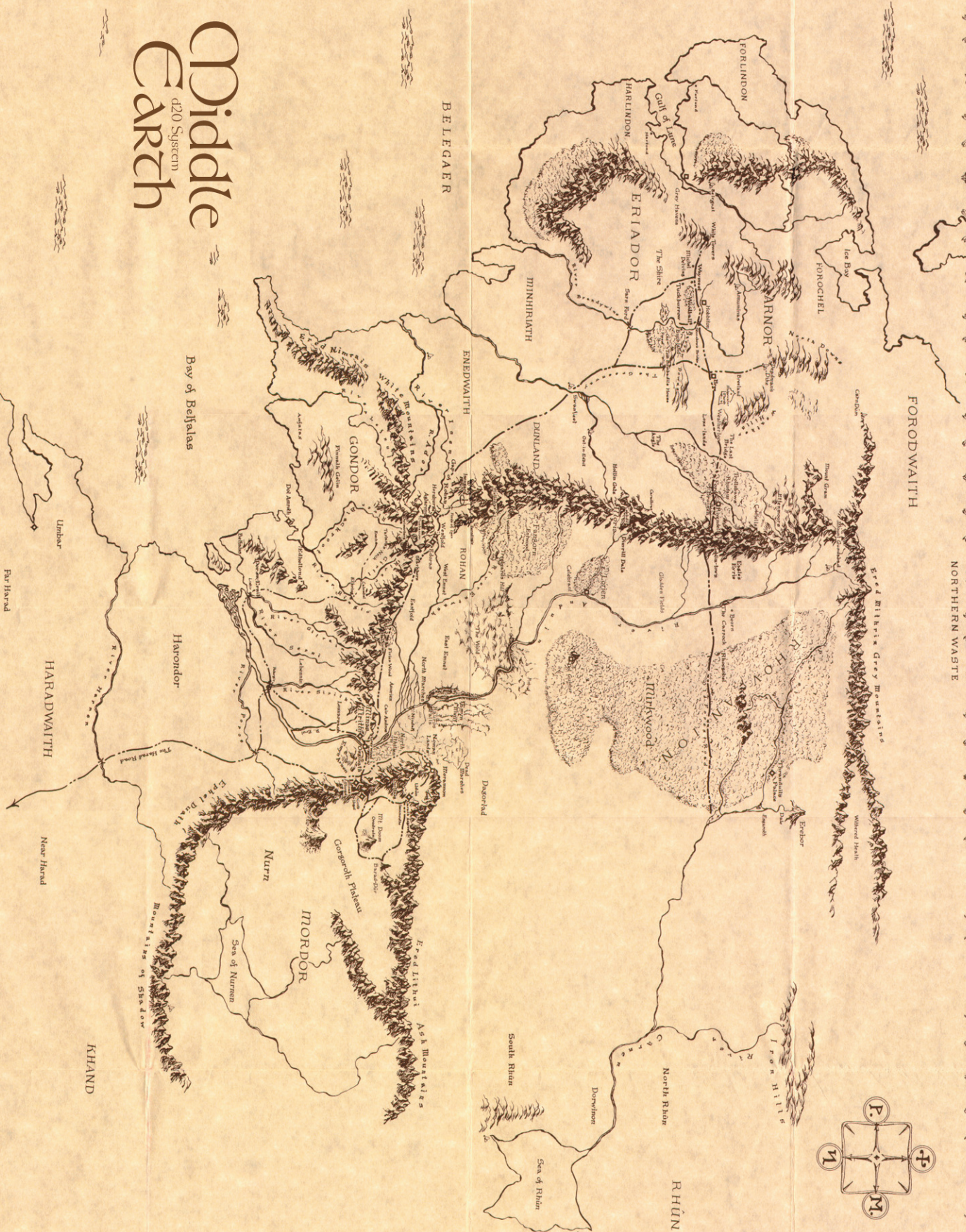
by: Steve Allen

INDEX

Map of Middle Earth.....	02
Introduction.....	03
Middle Earth Classes.....	04
Racial Abilities Adjustments.....	05
Magical Abilities Discusion.....	06
Weapons of Middle Earth.....	07
Common Middle Earth Armors.....	09
Common Middle Earth Goods and Services.....	10
Spells Barred from Middle Earth.....	11
Combat Modifications for Middle Earth.....	11
Rare Materials.....	12
CLASSES:.....	13
The Animist.....	14
The Bard.....	15
The Healer.....	16
The Mage.....	17
The Mystic.....	18
The Noble.....	19
The Ranger.....	20
The Rogue.....	21
The Scout.....	22
The Sorcerer.....	23
The Warrior.....	24
FEATS:.....	25
SPELLS:.....	28
Animist Spells.....	29
Bardic Spells.....	32
Healer Spells.....	34
Mage Spells.....	36
Mystic Spells.....	41
Ranger Spells.....	44
Sorcerer Spells.....	45
Monsters of Middle Earth.....	50

Middle Earth

d20 System



Introduction

By: Steve Allen

Role-playing in JRR Tolkien's Middle Earth is not like role-playing in a typical fantasy RPG. In a sense, it is the prototype that all the fantasy RPGs have tried to emulate. This makes it the world we all mentally picture when we pick up the dice, grab our character sheets, and charge off to adventure all night long.

Middle Earth loses much of its appeal if it is not handled as it should be. High Fantasy setting or Low does not matter so much as the feel of the game. The setting are broad and majestic, the villains truly vile but masterfully subtle, and the good guys immensely powerful but always restrained. Indeed, the game mechanics do not matter so much as the feelings, the mental pictures formed, and greatness of it all that the GM and the players create. Middle Earth is a metaphor for epic role-playing, and no matter how well or badly an adventure turns out for the characters, the players should always come away saying "Wow!".

I highly recommend reading a copy of Tolkien's Silmarillion before running a campaign set in Middle Earth. Unlike other FRPG worlds, Middle Earth's Ages were closely linked together through their intertwined historical events. Events from 2000 years before could (and did) have repercussions not felt until a later Age. As a GM, you should be familiar with these threads, at least enough to give greater depth to any adventure, in any time period, that you run. Reading The Lord of the Rings trilogy is not required, unless you want to set your adventures immediately before, during, or after the War of the Ring. However, since they are such a good story, reading them is always a good idea!

This adaptation is designed for use with Dungeon and Dragons version 3.0. It is easily adaptable for use with version 3.5, and many of the feats for characters can also be found in the Star Wars core rulebook.

Enjoy your trip through Middle Earth, and make it your own.

Middle Earth Classes

Rogue	Arms	Arcane	Channeling	Mentalism	Semi Casters
Noble	Warrior	Mage	Animist	Mystic	Bard (Rogue and Mentalism)
Rogue	Scout	Sorcerer	Healer		Ranger (Arms and Channeling)

Experience and Level Bonuses

Lvl	XP	Class Skill Max Ranks	Cross Class Max Ranks	Feats	Ability Increases
1	0	4	2	1	
2	1,000	5	2.5		
3	3,000	6	3	2	
4	6,000	7	3.5		1
5	10,000	8	4		
6	15,000	9	4.5	3	
7	21,000	10	5		
8	28,000	11	5.5		2
9	36,000	12	6	4	
10	45,000	13	6.5		
11	55,000	14	7		
12	66,000	15	7.5	5	3
13	78,000	16	8		
14	91,000	17	8.5		
15	105,000	18	9	6	
16	120,000	19	9.5		4
17	136,000	20	10		
18	153,000	21	10.5	7	
19	171,000	22	11		
20	190,000	23	11.5		5

Base Attack Bonuses By Class Type

Lvl	Arms	Rogue	Channeling	Arcane	Mentalism
1	+1	+0	+0	+0	+0
2	+2	+1	+1	+1	+1
3	+3	+2	+1	+1	+2
4	+4	+3	+2	+1	+2
5	+5	+3	+2	+2	+3
6	+6	+4	+3	+2	+4
7	+7	+5	+3	+2	+5
8	+8	+6	+4	+3	+5
9	+9	+6	+4	+3	+6
10	+10	+7	+5	+3	+7
11	+11	+8	+5	+4	+8
12	+12	+9	+6	+4	+8
13	+13	+9	+6	+4	+9
14	+14	+10	+7	+5	+10
15	+15	+11	+7	+5	+11
16	+16	+12	+8	+5	+11
17	+17	+12	+8	+6	+12
18	+18	+13	+9	+6	+13
19	+19	+14	+9	+6	+14
20	+20	+15	+10	+7	+14

Prestige Classes:

Middle Earth does not support the idea of Prestige Classes. Your character is what you make of him.

Multi-classing:

Multi-classing is allowed. The character must abide by any restrictions imposed by either class. A penalty of -2 to defense is attached for each additional class taken. The character has to meet any class prereqs. The new class is treated as if the character was a true 1st level character (i.e. full skill points, all feats).

Money:

Middle Earth's economy is mostly silver based. Gold is used for large transactions, or by Dwarves amongst themselves. Very rarely, a Mithral piece may surface, but it's value is more dependent on what can be paid for it than the face value of the coin. Rare gems and worked jewelry are also recognized as valid currency if both parties agree. Barter remains the primary means of exchange in rural areas.

1 Tin Farthing	=	No coin is considered lower than this
1 Copper Penny	=	10 Tin Farthings
1 Bronze Dent	=	10 Copper Pennies
1 Silver Shilling	=	10 Bronze Dents
1 Gold Crown	=	10 Silver Pennies
1 Mithral Piece	=	at least 250 Gold Crowns, or more

Racial Abilities Adjustments:

Race	Stat Modifications						Saving Throw Bonus					General					
	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma	Essence	Channeling	Mentalism	Fortitude	Fort vs Disease	# Rnds Soul Departure	Starting Languages	Vitality Point Die	Feats at 1st Level	Skill Points 1st Level	Skill Points Every Level
Common Man	0	0	0	0	0	0	0	0	0	0	0	12	2	d8	1	4	1
Dunedain	+2	-1	+2	0	-1	0	-1	-1	-1	0	0	10	3	d12	0	0	0
Half-Elf	0	+2	0	0	-2	+2	-1	-1	-1	0	+10	3	3	d10	0	0	0
Wood Elf	+1	+2	+2	0	-4	+1	-1	-1	-1	+2	+20	3	3	d8	0	0	0
Sindar	0	+2	+1	+1	-4	+2	-1	-1	-1	+2	+20	2	4	d8	0	0	0
Noldor	+1	+2	0	+1	-4	+2	-1	-1	-1	+2	+20	1	5	d10	0	0	0
Dwarf	+1	-1	+3	0	+1	-2	+8	0	+8	+4	+3	18	2	d12	0	0	0
Halfling	-4	+3	+3	+1	-2	-1	+10	0	+8	+6	+3	18	2	d8	0	0	0

Skill Bonuses by Race and Cultural Background														
	Man	Dunedain	Half Elf	Wood Elf	Sindar	Noldor	Dwarf	Halfling	Rohirrim	Arthedainian	Gondorian	Northman	Rhudaurling	Easterling
Alchemy						1	2							
Animal Empathy								1						2
Appraise #							1							
Balance #					1								1	1
Bluff #								1					1	
Craft #					2	5	4			1				
Decipher Script						3								
Diplomacy #								1			1			
Disable Device							1							
Disguise #												1		
Entertain #				2	4	2								
Escape Artist #								1						
Gamble #									1			1		1
Handle Animal	1								1					2
Intimidate #							1					1		1
Jump #				1										
Knowledge		1								1	1			
Listen #													1	
Move Silently #	1							1						
Pick Pocket								1						
Profession					2						1			
Read/Write Language		1	1	1	1	1				1	1			
Repair							1							
Ride #	1								3					3
Sense Motive #								1						
Sleight of Hand														1
Spellcraft		1				1				1				
Survival #	1													
Treat Injury #	1													
Use Magic Device		1			1	1				1	1			
Wilderness Lore	1			2					1				1	

Magical Abilities Discussion

Spell Use:

Spell use is based on a Power Point system. Power Points are gained per level based on a primary stat score. The level of the spell is the number of power points needed to cast it. You do not need to prepare or memorize spells prior to use. You must be able to cast the spell based on your level and have enough to do so. The spell is always cast at its "basic" level, ie. The level you gained it. In order to increase the power or effect to reflect your current level, you need to expend 1 PP for every level difference between that of the base level and your own. Example: A 12th level Mage wants to cast Magic Missile. As a 1st level spell, this costs 1 PP, and gives 1 missile at 1d4+1 damage. To bring it up to 12th level power, he would have to expend 11 more PP, or anything else in between for a lesser effect. This can over ride the the normal maximums for truly impressive effects.

Several classes, the Animist, Bard, Healer, Mage, and Ranger all have spell ability. They all have spells unique to their classes, although other classes may gain similar spells.

Arcane Awareness:

Remember the bad attention? Each time a spell is cast the requires Power Points, there is a 10% chance the power use is noticed by someone. This chance can be enhanced with various feats.

For creatures like the Maiar, and Sauron, this awareness can extend across the world. For powerful ones like Galadriel and Celeborn, it reaches to the limits of their regions. For mortals, it extends for 1 mile/level up to 5th level, then 10 miles/level after that. Those who do notice may or may not react to it.

Magic Items:

Most Magic items have a clearly defined purpose (a magic sword or wand). They may have a spell or two embedded in them. If there is a spell, it is usable a certain numbers of times (per day/week, etc) by any one who can use the item. Certain items are specifically keyed to a class, and no one else may use the magical benefit.

There are two unusual items that are present in Middle Earth. The first is a Power Point multiplier. This can have many forms, and is sometimes combined with second function ("Anduril" is an example). It has the ability to multiply you power points availability (usually x2 or x3). These are available as if they were your own as long as you have the device.

The second is a spell adder. It adds a certain number of "extra" spells you can cast in a day. These spells must be known and normally usable by you, but you do not need to expend any power points to cast them when using an adder, even if you have the points available. These are almost always keyed to a class. A Spell adder has a maximum castable spell level of 6.

Some other Magical Points:

You do not need to select spells in advance, and components are not usually required. You must be able to move and speak for nearly all spells (except the Healer's). Magic is also dangerous. Power spells may attract the wrong kind of attention. Very powerful spells are guaranteed to do so.

Summoning spells, while known, are considered the realm of Morgoth's servants. Except for a familiar, no sane wizard would dabble with them for risk of destruction (or worse).

It takes a lot of time, money, and effort to craft a magical item. Few Mages bother with it anymore, unless they have a patron (the king, etc) or the cause is really important. There are still lots of items remaining from "good old days" to be gotten (if they were so good, why all the magical hardware?). Also, skilled craftsmen can make magical items, but still need a Mage to embed any spell like effects.

Learning Spells

In order to have a Spellcaster learn a spell, several conditions must be met. First, the caster must have access to a means of learning the spell (a teacher, a scroll, or traditional spell book). Second, a roll is made with percentile dice, with a 5% per point of primary stat chance (ie. A stat of 20 is 100%, 19 is 95%, 18 is 90%, etc). This is the chance that the spellcaster can learn the spell FROM THAT SOURCE. In other words, if the source is a teacher, the student will not be able to learn from that teacher, but could get another one. However, if the source was a scroll or spellbook, then they can not learn that spell from that type of source ever.

The next step is to actually learn the spell. This entails a d20 roll. The player adds his Spellcraft skill total to the roll, and if it equals the DC required, then the spell is learned. If the roll is missed, then the spell is not learned, but the roll may be reattempted next level. Unlike the percentile roll for basic spell research, if the spell can be learned, the source can be reused if it is possible when the reroll can be made. The DC for Level 0 spells is automatic, and all spells are automatically learned. For Level 1, the DC is 20. For each spell level after that, the DC is 20 + (2x the spell level) + (2 for each previous missed attempt at this spell level).

Weapons of Middle Earth

One Handed Slashing	Range	Damage	Critical	Special	HP	Cost
Broadsword	-	2d4	19-20	None	12	1 gp
Bastardsword	-	1d10	19-20	None	15	14 sp
Broad-Axe	-	1d6+1	20	None	10	16 sp
Battle-Axe	-	1d8	20	None	10	12 sp
Dagger	15	1d4	19-20	None	5	3 sp
Double Axe	-	2d4+1	20	None	10	15 sp
Elven Longsword	-	2d4+1	19-20	Elven	13	NFS
Falchion	-	2d4	18-20	None	17	8 sp
Handaxe	5	1d6	20	None	6	6 sp
Longsword	-	1d8	19-20	None	10	9 sp
Long Knife	20	1d6	19-20	Thrown as dagger	8	2 sp
Main Gauche	10	1d4	20	+2 to parry	5	5 sp
Rapier	-	1d6	18-20	None	8	12 sp
Scimitar	-	1d6	18-20	None	10	6 sp
Shortsword	5	1d6	19-20	None	10	5 sp

One Handed Concussion						
Gauntlet	-	Hand	-	+2 damage	8	2 sp
Club	5	1d6	20	None	8	FREE
Mace, light	5	1d6	20	None	5	4 sp
Mace, heavy	-	1d8	20	None	12	6 sp
Morning Star	-	1d8	20	None	10	1 gp
Spiked Club	5	1d6+1	20	+1 to damage	9	2 bp
War Hammer	5	1d8	20	None	12	18 sp

Pole-Arms						
Spear	30	1d8	20	can be used from second line	7	9 sp
Mounted Lance	-	1d8	20	when riding, x3 damage, crit 18-20	9	15 sp
Javelin	40	1d6	20	can be used from second line	5	6 sp
Quarterstaff	-	1d6	20	None	7	4 sp
Urisev	-	1d10	20	None	9	16 sp
Pike	-	1d8	20	can be used from third line	12	11 sp
Halberd	-	1d10	20	can be used from second line	12	14 sp

Two-Handed Weapons						
(Bastard Sword)	-	1d10	19-20	x1.5 STR	15	N/A
(Double Axe)	-	2d4+1	20	x1.5 STR	10	N/A
(Elven Longsword)		2d4+1	19-20	x1.5 STR	13	N/A
Flail	-	1d10	19-20	None	12	15sp
Maul	-	1d10+2	19-20	Dwarven	20	2 gp
Two-Handed Axe	-	1d12	20	None	16	16 sp
Two-Handed Sword	-	2d6	19-20	None	16	18 sp
War Mattock	-	1d10	19-20	None	18	19 sp

Weapons of Middle Earth Cont.

Missile Weapons						
Composite Bow	75	1d10	20	None	6	6 sp
Elven Longbow	150	1d10	19-20	Elven	7	NFS
Horse Bow	70	1d8	20	None	6	NFS
Long Bow	100	1d8	20	None	6	5 sp
Numenorean Steel Bow	125	1d10	19-20	Dunedain	9	3 gp
Short Bow	60	1d6	20	None	5	8 bp
Hand crossbow	40	1d4	19-20	None	9	15 sp
Large Crossbow	90	1d10	19-20	None	12	6 gp
Small Crossbow	60	1d8	19-20	None	7	9 sp
Sling	50	1d4	20	None	2	7 cp
Throwing Weapons						
Throwing Knife	25	1d4	19-20	None	8	2 sp
Throwing Axe	10	1d6	20	None	8	6 sp
Bola	15	1d2	-	Trip Attack	2	4 sp



Common Middle Earth Armors

	Armor	Max Dex	Armor Chk	Spell	
Shields	DR	Bonus	Penalty	Failure	Cost
Target Shield	+1	-	-1	-5%	5 sp
Normal Shield	+1	-	-1	-5%	6 sp
Elven Shield	+2	-	-1	-1%	NFS
Long Shield	+2	-	-2	-15%	8 sp
Kite Shield	+2	-	-2	-15%	12 sp
Wall Shield	+4	-	-10	-50%	18 sp

	Armor A critical strike always bypasses DR					
Light	Padded Armor	+1	+8	0	-5%	5 sp
	Leather Armor	+2	+6	0	-10%	6 sp
	Studded Leather Armor	+3	+5	-1	-15%	14 sp
	Chainmail Shirt	+4	+4	-2	-20%	2 gp
Medium	Scaemail	+4	+3	-4	-25%	25 sp
	Full Chainmail	+5	+2	-5	-30%	4 gp
	Metal Breastplate	+5	+3	-4	-25%	3 gp
Heavy	Lamellar Hauberk	+6	+0	-7	-40%	35 sp
	Reinforced Chainmail	+6	+1	-6	-35%	55 sp
	Half Plate	+7	+0	-7	-40%	10 gp
	Full Plate	+8	+1	-6	-35%	20 gp
Medium	Elven Full Chainmail	+6	+5	-1	-5%	NFS
Heavy	Elven Full Plate	+8	+4	-2	-7%	NFS
Medium	Arthedain Scaemail	+7	+3	-4	-35%	14 gp
	Arthedain Fine Mail	+9	+2	-5	-35%	49 gp
Heavy	Arthedain Half Plate	+8	+2	-7	-35%	10 gp
Medium	Dwarven Full Chainmail	+7	+3	-5	-50%	NFS
Heavy	Dwarven Half Plate	+9	+2	-6	-60%	NFS
	Dwarven Full Plate	+10	+1	-7	-70%	NFS

Helmets					
Leather hood/cap	0	+8	0	0	3 bp
Padded Leather hood/cap	0	+8	0	0	8 bp
Reinforce leather hood/cap	0	+8	0	0	19 bp
Chain hood	0	+7	-1	-5%	8 sp
Scale hood	0	+7	-1	-5%	12 sp
Open metal helmet	+1	+7	-1	-5%	9 sp
Visored helmet	+1	+4	-2	-7%	2 gp
Full Helmet	+2	+3	-4	-20%	15 sp

Greaves (Both Arm and Leg)					
Leather greaves	0	0	0	0	2 bp
Padded Leather greaves	0	0	0	0	3 bp
Reinforced Leather greaves	0	0	0	0	9 bp
Rigid Leather greaves	0	0	0	0	14 bp
Chain greaves	0	0	0	0	4 sp
Scale greaves	0	0	0	0	55 bp
Lamellar greaves	0	0	0	0	9 sp
Plate greaves	0	0	0	0	13 sp

Common Middle Earth Goods and Services

Containers	Cost	Clothing	Cost	Special Riding Animals	Cost
Belt pouch H 1 lbs	2 cp	Pants or Trousers	12 cp	Elven Horse +10	Special*
Waterskin H 20 lbs	5 bp	Tunic	9 cp	Mearas +8	Special*
Satchel H 25 lbs	1 sp	Belt	4 cp	Devevi (Camel) -3	12 gp*
Backpack H 40 lbs	8 sp	Cloak	2 sp	Elephant -2	50 gp*
Glass flask H 2 lbs	2 bp	Sandals	6 cp	Mumakil (Oliphant) -2	Special*
Wood chest 200 lbs	3 gp	Surcoat	24 bp	Wild Horse -1	Special
Pot H 6 lbs	5 cp	Robe	3 sp	Losandamundar -2	Special*
Jewelry box H 8 lbs	1 gp	Shirt	5 cp	Marsh Ponies +1	6 gp*
Quiver H 20 arrows	4 bp	Boots	2 bp		
Wood barrel H 100 lbs	2 sp	Shoes	1 bp	Riding Equipment (Horse)	Cost
Small flask H 1 lbs	6 cp	Vest	7 cp	Saddle & stirrups+5 to Ride	5 sp
		High leather boots	3 bp	Bridle	4 bp
				Saddle Bag H 60 lbs (max 4)	2 sp
Adventure Equipment	Cost	Transport	Cost	Padded Leather Armor**	12 sp
Arrows (20)	4 bp	Mule/Donkey -2	8 sp	Reinforced Leather**	16 sp
Crossbow bolts (20)	6 bp	Mature Pony +1	4 gp	Rigid Leather Armor**	18 sp
Hand crossbow bolts (20)	2 sp	Light Horse +0	45 sp	Chain Armor**	6 gp
Sling stones (20)	6 cp	Medium Horse +0	6 gp	Scale Armor**	7 gp
Bowstring	3 cp	Heavy Horse +0	8 gp	Lamellar Armor**	10 gp
Weapon belt & sheath	5 bp	Lesser Warhorse +3	20 gp	Plate Armor **	12 gp
Flint & Steel	2 cp	Greater Warhorse +6	75 gp*	Caparison	8 sp
Torch Burns 2 h	9 cp				
Lantern Burns 6 h	4 sp	Food & Drink	Cost	Tools	Cost
Pipeweed 20 "pipes"	8 bp	Meals: Small/Medium/Large	5cp/13cp/2bp	Pick	3 sp
Star Compass	4 gp	Beer/Ale 1 pint	2 cp	Small Anvil	12 sp
Bedroll	3 sp	Mead 1 pint	3 cp	Large Anvil	4 gp
Blanket	7 bp	Wine 1 pint	6 cp	Iron Drills 5 items	2 bp
Tent (2 people)	14 sp	Brandy 1 pint	9 cp	Crowbar	8 bp
Tent (10 people)	5 gp	Cider 1 pint	2 cp	Flat hammer	12 bp
Cooking pot	1 bp	Normal Rations 1 week	5 bp	Sledgehammer	4 sp
Lantern-Oil Flask 12 h	12 cp	Trail Rations 1 week	2 sp	Ball hammer	2 sp
LockPick (+3 Open Lock)	8 sp	Greatbread 1 week	15 sp	Nails 10 items	6 cp
Rope	8 cp	Waybread 1 month	8 gp	Shovel	1 sp
Rope (Superior)	2 bp			Tong	7 bp
Pegs 10 items Wood	3 cp	Miscellaneous	Cost	Saw	11 bp
Pegs 10 items Iron	13 cp	Poor Lodging	4 cp	Pliers	9 bp
Blank Paper	1 cp	Average Lodging	2 bp		
Signal Horn	3 sp	Good Lodging	3 sp		
Drum	3 bp	Small Wagon	3 gp		
Flute	5 cp	Large Wagon	7 gp		
Harp	5 sp	Small Boat	2 gp		
		Medium Boat	13 gp		
		Large Boat	35 gp		

Spells Barred From Middle Earth

Animate Dead	Limited Wish	Shadow Walk
Astral Projection	Magic Jar	Shrink Item
Banishment	Major Creation	Shapechange
“Bigby’s Hand” spells	Mark of Justice	Soul Bind
Blade Barrier	Maze	Spectral Hand
“Chaos” spells - all	Meld Into Stone	Spider Climb
Clone	Melf’s Acid Arrow	Statue
Contact Other Plane	Minor Creation	Stone to Flesh
Dimensional Anchor	Miracle	Tasha’s Hideous Laughter
Dismissal	“Mordenkainen’s” spells	Telekinesis
Drawmij’s Instant Summons	“Otiluke’s” spells	“Teleport” spells - all
Elemental Swarm	Otto’s Irresistible Dance	Time Stop
Enlarge	Planar Ally	“Transmute” spells - all
Flesh to Stone	“Polymorph” spells - all	Trap the Soul
Gaseous Form	Raise Dead	True Resurrection
Gate	Reduce	Unseen Servant
Greater Planar Ally	Refuge	Vanish
Greater Planar Binding	Regenerate	Wall of Iron
Helping Hand	Reincarnate	Wind Walk
“Law” spells - all	Resurrection	Wish
“Leomund’s” spells	Reverse Gravity	Word of Recall
Lesser Planar Ally	Righteous Might	
Lesser Planar Binding	Rope Trick	
Levitate	Sepia Snake Sigil	

Combat Modifications for Middle Earth

Penalties when firing missile or throwing weapons from horseback (When riding)
These are in addition to any other penalties

Missile Weapons	Thrown Weapons	Other Weapons
Composite Bow –3	Bola –4	Small weapon –1
Horse Bow +0	Throwing Axe –3	Medium Weapon –5
Long Bow –4	Throwing knife +0	Large Weapon –10
Short Bow –2		
Sling –2		
Hand Crossbow -2		
Large Crossbow –3		
Small Crossbow –1		

All critical hits will always bypass any DR, except where a magic item might allow.

Rare Materials

Dwarven	All shafted weapons, are instead completely made of metal in Dwarven society, giving them +2 weight but +5 durability.
Fine Mail	Counts as Lamellar armor, but wears as chainmail
Dwarven battle-helm	Absorption and durability as visored helmet, 1/2 damage from fire attacks to head, negates 10% of all crits to head.
Dwarven Shield	+25 to Parrying both missile and melee, Durability 28, Stat Strength.

Elven	
Elven helm	Absorption and durability as open metal helmet, negates 20% of all crits to head.
Elven long-shield	Durability 25, Stat St+Ag/2, Protects as Long shield.
Elven Cloak	+15 to Stalk/Hide

Human	
Karma Helm	Numenorean scale helmet, protects as scale hood, no perception penalty.

Material	Bonus	Value	Cost/Time	Work Diff.	Extra Abs.	Extra Dur.	Description
Adarcerc	+3	3	0.7/5	H	+3	+8	Alloy (iron/carbon/titanium)
Alcam	-4	0.004	0.002/0.3	E	-2	0	Tin
Ang	0	0.0004	0.002/0.5	E	0	0	Iron
Arborang	+2	0.5	0.15/1.5	M	+2	+6	Alloy (iron/carbon/varies), high steel
Arheled	+2	1	0.2/0.5	VH	+1	+2	High glass (high tensile strength and heat resistance)
Borang	+1	0.05	0.05/1	L	+1	+4	Alloy (iron/carbon), low steel
Celeb	-4	0.5	0.01/0.5	M	-4	0	Silver
Celebur	+4	30	1000/800	A	-5	0	Uranium
Cranor	+3	90	5/20	EH	+5	+16	Resin (nearly as hard as diamond when cured)
Eog	+6	10000	50/100	SF	+6	+20	Enchanted alloy (mithril/titanium/special)
Evyth	-2	0.04	0.01/0.5	L	-1	0	Alloy (tin/copper), bronze
Galnin	-3	2	0.05/1	E	-2	0	Aluminum
Galvorn	+8	90000	300/300	A	+8	+28	Enchanted alloy (meteoric iron/special)
Heled	-10	0.0005	0.001/0.1	M	-10	0	Glass
Ithildin	-4	500	20/36	EH	-3	0	Enchanted alloy (mithril/special)
Ithilnaur	+5	300	20/36	EH	+5	+14	Enchanted alloy (mithril/special)
Kregora	-5	66000	600/60	A	-4	0	Enchanted alloy (mithril/gold/uranium/special)
Laen	+5	1000	10/200	SF	+5	+14	Enchanted glass
Mal	-5	5	0.01/0.5	M	-5	0	Gold
Mithglin	+4	30	10/15	VH	+3	+10	Titanium (usually alloyed with other metals)
Mithin	+3	10	0.1/1	VH	+2	+4	Beryllium
Mithril	+4	200	5/10	VH	+4	+12	Enchanted metal; True silver
Mithrarian	-4	150000	1000/900	A	-5	0	Enchanted alloy (mithril/uranium/special)
Ogamur	-4	150	5/20	VH	0	+4	Enchanted alloy, 2oz=+5 bowstring
Paer	-4	0.04	0.001/0.3	E	-1	0	Copper
Tasarang	-1	50	0.15/8	H	0	+6	Enchanted metal, Shalk; makes +15 bows

E=Easy (+10), L= light (+5), M=Medium(+0), H=Hard (-5), VH=Very Hard (-10), EH=Extremely Hard (-20), SF=Sheer Folly (-25), A=Absurd (-50)
All modifiers are to the Craft skill



Classes

The Animist

The Animist is the master and servant of Nature, in all its forms.

Class Skills:

Animal Empathy, Concentration, Craft, Diplomacy, Handle Animal, Knowledge, Profession, Spellcraft, Swim, Treat Injury, Wilderness Lore

Skill Points (1st level):

(4+ WIS Modifier) x4

Skill Points every other Level:

4+ WIS Modifier

Power Points per Level:

1/2 WIS bonus +1, rounded up

Class Features:

Animists are proficient with light and medium armors made of natural materials. They may only wield those weapons common to woodsmen or culturally required. They may use shields. They may learn to speak 1 extra language at 1st level, usually Sindarin. They may also start with an Animal Companion suitable to their native lands.



Dwarven Animist

		Fort	Ref	Will	Def	Rep	Spell	
Level	Base Attack Bonus	Save	Save	Save	Bonus	Bonus	Level	Special
1	+0	+2	+0	+2	+3	+0	0	Nature Sense, Animal Companion
2	+1	+3	+0	+3	+4	+0	1	Woodland Stride
3	+1	+3	+1	+3	+4	+0		Trackless Step
4	+2	+4	+1	+4	+4	+0	2	Resist Nature's Lure
5	+2	+4	+1	+4	+5	+1		Wild Shape (2/day)
6	+3	+5	+2	+5	+5	+1	3	Wild Shape (3/day), Bonus Feat
7	+3	+5	+2	+5	+6	+1		Wild Shape (4/day)
8	+4	+6	+2	+6	+6	+1	4	Wild Shape (large)
9	+4	+6	+3	+6	+6	+1		Venom Immunity
10	+5	+7	+3	+7	+7	+2	5	Wild Shape (4/day)
11	+5	+7	+3	+7	+7	+2		Wild Shape (tiny)
12	+6/+1	+8	+4	+8	+8	+2	6	Wild Shape (dire), Bonus Feat
13	+6/+1	+8	+4	+8	+8	+2		A thousand Faces
14	+7/+2	+9	+4	+9	+8	+2	7	Wild Shape (5/day)
15	+7/+2	+9	+5	+9	+9	+3		Wild Shape (Huge), Timeless Body
16	+8/+3	+10	+5	+10	+9	+3	8	Wild Shape (elemental, 1/day)
17	+8/+3	+10	+5	+10	+10	+3		
18	+9/+4	+11	+6	+11	+10	+3	9	Wild Shape (6/day, elemental 3/day), Bonus Feat
19	+9/+4	+11	+6	+11	+10	+3		
20	+10/+5	+12	+6	+12	+11	+4		

The Bard

The classic Jack-of-all-trades, yet master of none. He combines decent martial abilities with innate spell abilities through his music.

Class Skills:

Alchemy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Gather Information, Hide, Jump, Knowledge, Listen, Move Silently, Perform, Pick Pocket, Profession, Sense Motive, Speak Language, Spellcraft, Swim, Tumble, Use Magic Device

Skill Points (1st level):

(4+ CHA Modifier) x4

Skill Points every other Level:

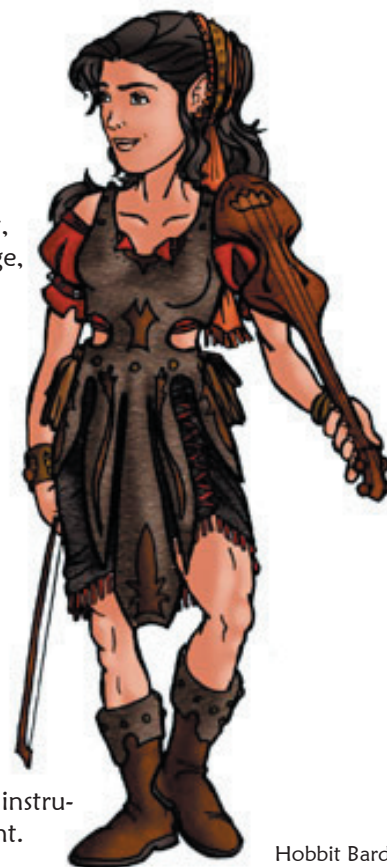
4+ CHA Modifier

Power Points per Level:

1/2 CHA bonus +1, rounded up

Class Features:

The Bard is proficient with all simple weapons, and in addition can pick any other 1 group suitable to his background. Bards can wear light or medium armor and use shields. They have no penalty to spell casting while wearing armor, but can not hold a shield as both hands are needed to ply their musical instrument. Bards start with 2 extra languages and 3 free ranks in 1 musical instrument.



Hobbit Bard

		Fort	Ref	Will	Def	Rep	Spell	
Level	Base Attack Bonus	Save	Save	Save	Bonus	Bonus	level	Special
1	+0	+0	+2	+2	+2	+1	0	Bardic Music, Bardic Knowledge, Bonus Feat
2	+1	+0	+3	+3	+2	+1	1	Craft Instrument (Primary group)
3	+2	+1	+3	+3	+3	+2		
4	+2	+1	+4	+4	+3	+2		Bonus Feat
5	+3	+1	+4	+4	+4	+3	2	Identify Item 25%
6	+4	+2	+5	+5	+4	+3		
7	+5	+2	+5	+5	+5	+4		
8	+5	+2	+6	+6	+5	+4	3	Bonus Feat
9	+6/+1	+3	+6	+6	+6	+5		
10	+7/+2	+3	+7	+7	+6	+5		Identify Item 50%
11	+8/+3	+3	+7	+7	+7	+6	4	
12	+8/+3	+4	+8	+8	+7	+6		Bonus Feat
13	+9/+4	+4	+8	+8	+8	+7		
14	+10/+5	+4	+9	+9	+8	+7	5	Instrumentless Casting
15	+11/+6/+1	+5	+9	+9	+9	+8		Identify Item 75%
16	+11/+6/+1	+5	+10	+10	+9	+8		Bonus Feat
17	+12/+7/+2	+5	+10	+10	+10	+9	6	
18	+13/+8/+3	+6	+11	+11	+10	+9		
19	+14/+9/+4	+6	+11	+11	+11	+10		
20	+14/+9/+4	+6	+12	+12	+11	+10		Bonus Feat, Identify Item 100%

The Healer

The Healer draws upon the forces of the Valar and himself to rapidly heal others. Using spells and magical herbs, the Healer either tends another's injuries or takes them upon himself to heal when able. All a Healer's spells are considered subconscious with no components other than required herbs and utensils.

Class Skills:

Concentration, Craft, Diplomacy, Knowledge, Profession, Spellcraft, Treat Injury, Wilderness Lore (plants)

Skill Points (1st level):

(2+ WIS Modifier) x4

Skill Points every other Level:

2+ WIS Modifier

Power Points per Level:

1/2 WIS bonus +1, rounded up

Class Features:

Healers are proficient with all armors and shields, although they rarely use them. They also are proficient with all simple weapons and any that are culturally common. They require basic utensils to make use of many of the herbs available.



Hobbit Healer

		Fort	Ref	Will	Def	Rep	Spell	
Level	Base Attack Bonus	Save	Save	Save	Bonus	Bonus	Level	Special
1	+0	+2	+0	+2	+3	+1	0	Herb Lore, Absorb Injury
2	+1	+3	+0	+3	+4	+1	1	Cure Mundane Infection
3	+1	+4	+1	+4	+4	+2		
4	+2	+5	+1	+5	+4	+2	2	Bonus Feat
5	+2	+6	+1	+6	+5	+3		
6	+3	+7	+2	+7	+5	+3	3	Cure Mundane Disease
7	+3	+8	+2	+8	+6	+4		
8	+4	+9	+2	+9	+6	+4	4	Bonus Feat
9	+4	+10	+3	+10	+6	+5		
10	+5	+11	+3	+11	+7	+5	5	Cure Magical Infection
11	+5	+12	+3	+12	+7	+5		
12	+6/+1	+13	+4	+13	+8	+6	6	Bonus Feat
13	+6/+1	+14	+4	+14	+8	+6		
14	+7/+2	+15	+4	+15	+8	+6	7	Cure Magical Disease
15	+7/+2	+16	+5	+16	+9	+7		
16	+8/+3	+17	+5	+17	+9	+7	8	Bonus Feat
17	+8/+3	+18	+5	+18	+10	+7		
18	+9/+4	+19	+6	+19	+10	+8	9	Remove Minor Curses
19	+9/+4	+20	+6	+20	+10	+8		
20	+10/+5	+21	+6	+21	+11	+8		Bonus Feat

The Mage

The Mage is the classic master of magical forces. Through long years of study and practice, a Mage learns to use the elemental forces of the world to various affects. But beware, power easily corrupts!

Class Skills:

Alchemy, Concentration, Craft, Knowledge, Profession, Spellcraft, Treat Injury, Use Magical Device

Skill Points (1st level):

(2+ Int Modifier) x4

Skill Points every other Level:

2+ Int Modifier

Power Points per Level:

1/2 INT bonus +1, rounded up

Class Features:

Mages are skilled with all simple weapons, and Bows. They may also choose any one group commonly used by their culture or social class. By tradition, they wear little or no armor, and no shields. They almost exclusively rely on spells and items for offense and defense, and crave knowledge and power above all. Mages must multiclass once (or more if they wish) for every 3 levels of Mage they take. It may be in 1 or more classes at the Mage's discretion.



Human Mage

		Fort	Ref	Will	Def	Rep	Spell	
Level	Base Attack Bonus	Save	Save	Save	Bonus	Bonus	Level	Special
1	+0	+0	+0	+2	+3	+0	0	Summon Familiar, Scribe Scroll
2	+1	+0	+0	+3	+4	+1	1	
3	+1	+1	+1	+3	+4	+1		Bonus Feat
4	+1	+1	+1	+4	+4	+2	2	
5	+2	+1	+1	+4	+5	+2		
6	+2	+2	+2	+5	+5	+2	3	Craft (Woodworking)
7	+2	+2	+2	+5	+6	+3		Bonus Feat
8	+3	+2	+2	+6	+6	+3	4	
9	+3	+3	+3	+6	+6	+4		
10	+3	+3	+3	+7	+7	+4	5	Craft (Blacksmithing)
11	+4	+3	+3	+7	+7	+5		Bonus Feat
12	+4	+4	+4	+8	+8	+5	6	
13	+4	+4	+4	+8	+8	+6		
14	+5	+4	+4	+9	+8	+6	7	Bonus Feat
15	+5	+5	+5	+9	+9	+7		
16	+5	+5	+5	+10	+9	+8	8	
17	+6/+1	+5	+5	+10	+10	+9		Craft (Whitesmithing)
18	+6/+1	+6	+6	+11	+10	+10	9	Bonus Feat
19	+6/+1	+6	+6	+11	+10	+11		Craft (Crystal and Glass)
20	+7/+2	+6	+6	+12	+11	+12		Bonus Feat

The Mystic

The Mystic uses the power of his mind to influence the world about him. Subtlety, influence, and control are the keys to unlocking the power of the Mystical pathways. Unlike Sorcerers, Mystic follow a rigorous and formal path. Practice, knowledge, and strict control are the traits that define the Mystic's life.

Class Skills:

Climb, Craft, Handle Animal, Hide, Jump, Knowledge, Listen, Profession, Sense Motive, Spot, Survival, Swim, Treat Injury

Skill Points (1st level):

(2+ Int Modifier) x4

Skill Points every other Level:

2+ Int Modifier

Power Points per Level:

1/2 CHA bonus +1, rounded up

Class Features:

Mystics are skilled with Simple weapons, and one other weapon group. They can wear light armor and use shields. Unlike other spell users, a Mystic can use their abilities even if they can not move or speak, so long as they are conscious. Mystics are almost always formally educated and trained, but not necessarily from a noble or wealthy background. They are actively recruited by the military as spies, and valued as diplomats. A Mystic must multiclass at least once for every 5 levels of Mystic.



Human Mystic

		Fort	Ref	Will	Def	Rep	Spell	
Level	Base Attack Bonus	Save	Save	Save	Bonus	Bonus	Level	Special
1	+0	+1	+1	+2	+3	+0	0	Magical Feat
2	+1	+2	+2	+3	+4	+0	1	Magical Feat
3	+2	+2	+2	+3	+4	+0		Magical Feat
4	+2	+2	+2	+4	+4	+0	2	Bonus Feat
5	+3	+3	+3	+4	+5	+1		Imbue Weapon +1d8
6	+4	+3	+3	+5	+5	+1	3	Skill Emphasis
7	+5	+4	+4	+5	+6	+1		Comprehend Speech
8	+5	+4	+4	+6	+6	+1	4	Mysical Crystal +2
9	+6/+1	+4	+4	+6	+6	+2		Bonus Feat
10	+7/+2	+5	+5	+7	+7	+2	5	
11	+8/+3	+5	+5	+7	+7	+2		Bonus Feat
12	+8/+3	+6	+6	+8	+8	+2	6	Skill Emphasis
13	+9/+4	+6	+6	+8	+8	+3		Imbue Weapon +2d8
14	+10/+5	+6	+6	+9	+8	+3	7	Bonus Feat
15	+11/+6/+1	+7	+7	+9	+9	+3		Mystical Crystal +4
16	+11/+6/+1	+7	+7	+10	+9	+3	8	Bonus Feat
17	+12/+7/+2	+8	+8	+10	+10	+4		
18	+13/+8/+3	+8	+8	+11	+10	+4	9	Skill Emphasis
19	+14/+9/+4	+8	+8	+11	+10	+4		
20	+14/+9/+4	+9	+9	+12	+11	+4		Bonus Feat

The Noble

The noble is a scion of High Society. Better formal education, contacts, and social obligations are his main traits. Nobles have access to all the best in life, and may or may not share them.

Class Skills:

Appraise, Bluff, Craft, Diplomacy, Disguise, Entertain, Gamble, Gather Information, Knowledge, Read/Write, Ride, Sense Motive

Skill Points (1st level):

(4+ CHA Modifier) x4

Skill Points every other Level:

4+ CHA Modifier

Class Features:

At first level, a Noble may designate any 1 skill as a class skill. A noble learns all simple weapons, and any 3 weapons groups suitable to their culture or class. They may wear any armor, and use shields. They also start with 3 ranks in Ride. A Noble lives by his contacts and family name. If disowned or dishonored, a Noble loses all special class abilities until redeemed.



Half-Elf Nobel

		Fort	Ref	Will	Def	Rep	
Level	Base Attack Bonus	Save	Save	Save	Bonus	Bonus	Special
1	+0	+0	+1	+2	+2	+1	Bonus Class Skill, Favor +1
2	+1	+0	+2	+3	+3	+1	Inspire Confidence
3	+2	+1	+2	+3	+3	+1	Favor +2, resource access
4	+2	+1	+2	+4	+3	+2	Coordinate +1
5	+3	+1	+3	+4	+4	+2	
6	+4	+2	+3	+5	+4	+2	Bonus Feat
7	+5	+2	+4	+5	+5	+3	Favor +3
8	+5	+2	+4	+6	+5	+3	Coordinate +2
9	+6/+1	+3	+4	+6	+5	+3	Bonus Feat
10	+7/+2	+3	+5	+7	+6	+4	
11	+8/+3	+3	+5	+7	+6	+4	Inspire Greatness
12	+8/+3	+4	+6	+8	+7	+5	Favor +4
13	+9/+4	+4	+6	+8	+7	+5	Coordinate +3
14	+10/+5	+4	+6	+9	+7	+6	Bonus Feat
15	+11/+6/+1	+5	+7	+9	+8	+6	
16	+11/+6/+1	+5	+7	+10	+8	+7	Favor +5
17	+12/+7/+2	+5	+8	+10	+9	+8	
18	+13/+8/+3	+6	+8	+11	+9	+9	Coordinate +4
19	+14/+9/+4	+6	+8	+11	+9	+10	Bonus Feat
20	+14/+9/+4	+6	+9	+12	+10	+11	Favor +6, Coordinate +5

The Ranger

The true Ranger is a follower of the ancient Numenorean and Elven traditions. While he can be of almost any racial stock, he is always bound by these traditions. He combines the combat abilities of the Warrior with ability to use nature spells, and an undying hatred of all Morgoth's creatures makes him feared by any Evil that dares venture from its stronghold.

Class Skills:

Animal Empathy, Climb, Concentration, Craft, Diplomacy, Handle Animal, Hide, Jump, Knowledge, Listen, Move Silently, Profession, Ride, Search, Spot, Spellcraft, Swim, Treat Injury, Wilderness Lore

Skill Points (1st level):

(4+ Int Modifier) x4

Skill Points every other Level:

4+ Int Modifier

Power Points per Level:

1/2 WIS bonus, rounded up

Class Features:

A Ranger is proficient with all weapon groups, except Heavy. They may wear all armors and use shields. Rangers gain Ambidexterity and two Weapon Fighting for free. If from a Numenorean or Elvish background, they gain either Sindarin or Anduaic for free. Contrary to popular belief, most Rangers are well educated, often from Noble backgrounds. Valued by the military, misunderstood by the commoners, Rangers rarely stay in one place for long, instead claiming a region to patrol and report (or stop) the incursions of Evil. A Ranger rarely keeps more than he can carry, but may cache supplies for later use.



Elven Ranger

		Fort	Ref	Will	Def	Rep	Spell	
Level	Base Attack Bonus	Save	Save	Save	Bonus	Bonus	Level	Special
1	+1	+2	+0	+0	+3	+0	0	Track, Favored Enemy
2	+2	+3	+0	+0	+3	+0	1	
3	+3	+3	+1	+1	+4	+0		Bonus Feat
4	+4	+4	+1	+1	+4	+0		
5	+5	+4	+1	+1	+5	+1	2	
6	+6/+1	+5	+2	+2	+5	+1		Bonus Feat
7	+7/+2	+5	+2	+2	+6	+1		
8	+8/+3	+6	+2	+2	+6	+1	3	
9	+9/+4	+6	+3	+3	+7	+1		Bonus Feat
10	+10/+5	+7	+3	+3	+7	+2		
11	+11/+6/+1	+7	+3	+3	+8	+2	4	
12	+12/+7/+2	+8	+4	+4	+8	+2		Bonus Feat
13	+13/+8/+3	+8	+4	+4	+9	+2		
14	+14/+9/+4	+9	+4	+4	+9	+2	5	
15	+15/+10/+5	+9	+5	+5	+10	+3		Bonus Feat
16	+16/+11/+6/+1	+10	+5	+5	+10	+3		
17	+17/+12/+7/+2	+10	+5	+5	+11	+3		
18	+18/+13/+8/+3	+11	+6	+6	+11	+3		Bonus Feat
19	+19/+14/+9/+4	+11	+6	+6	+12	+3		
20	+20/+15/+10/+5	+12	+6	+6	+12	+4		Bonus Feat

The Rogue

The Rogue is the master of getting what he wants. Whether gold, information, or experience, a Rogue rarely goes without getting what he's after.

Class Skills:

Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Listen, Move Silently, Open Locks, Perform, Pick Pockets, Profession, Read Lips, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble, Use Magic Device, Treat Injury

Skill Points (1st level):

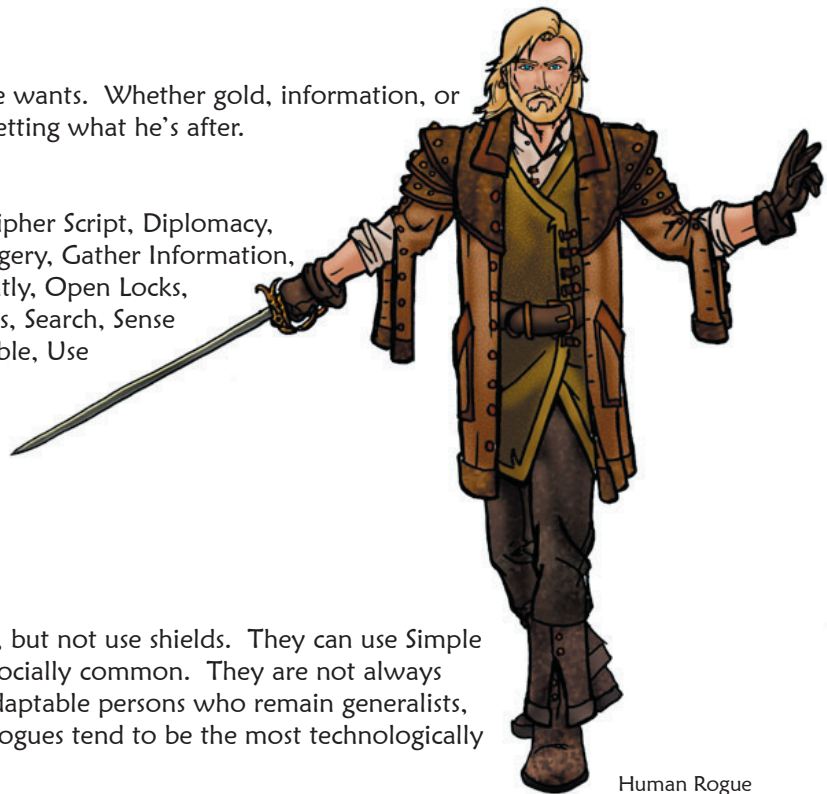
(8+ Int Modifier) x4

Skill Points every other Level:

8+ Int Modifier

Class Features:

Rogues may wear light or medium armors, but not use shields. They can use Simple Weapons, and any 2 groups culturally or socially common. They are not always thieves, per se, but instead versatile and adaptable persons who remain generalists, rather than specialists. Of all the classes, Rogues tend to be the most technologically savvy, and prepared for nearly anything.



Human Rogue

		Fort	Ref	Will	Def	Rep	
Level	Base Attack Bonus	Save	Save	Save	Bonus	Bonus	Special
1	+0	+0	+2	+0	+2	+0	Sneak Attack +1d6, Illicit Barter
2	+1	+0	+3	+0	+2	+0	Lucky (1/day)
3	+2	+1	+3	+1	+3	+1	Uncanny Dodge, Sneak Attack +2d6
4	+2	+1	+4	+1	+3	+1	Bonus Feat
5	+3	+1	+4	+1	+4	+1	Skill Emphasis, Sneak Attack +3d6
6	+4	+2	+5	+2	+4	+2	Lucky (2/day)
7	+5	+2	+5	+2	+5	+2	Sneak Attack +4d6
8	+5	+2	+6	+2	+5	+2	Skill Emphasis
9	+6/+1	+3	+6	+3	+6	+3	Sneak Attack +5d6
10	+7/+2	+3	+7	+3	+6	+3	Uncanny Dodge (can't be flanked), Bonus Feat
11	+8/+3	+3	+7	+3	+7	+3	Sneak Attack +6d6
12	+8/+3	+4	+8	+4	+7	+4	Skill Emphasis
13	+9/+4	+4	+8	+4	+8	+4	Sneak Attack +7d6, Lucky (3/day)
14	+10/+5	+4	+9	+4	+8	+4	Special Ability
15	+11/+6/+1	+5	+9	+5	+9	+5	Sneak Attack +8d6
16	+11/+6/+1	+5	+10	+5	+9	+5	Special Ability
17	+12/+7/+2	+5	+10	+5	+10	+5	Sneak Attack +9d6
18	+13/+8/+3	+6	+11	+6	+10	+6	Skill Emphasis
19	+14/+9/+4	+6	+11	+6	+11	+6	Sneak Attack +10d6
20	+14/+9/+4	+6	+12	+6	+11	+6	Special Ability

The Scout

The Scout is the wilderness equivalent of the urbanized Rogue. Less tradition bound than the Ranger, the Scout is found in all cultures. He does not rely on magic, but instead on skill and wit to play his trade. The Scout is also at home in the cities and towns, and is actively recruited to probe an enemy's lands.

Class Skills:

Animal Empathy, Climb, Concentration, Craft, Diplomacy, Gather Information, Handle Animal, Hide, Jump, Knowledge, Listen, Move Silently, Profession, Ride, Search, Spot, Swim, Treat Injury, Wilderness Lore

Skill Points (1st level):

(6+ Int Modifier) x4

Skill Points every other Level:

6+ Int Modifier

Class Features:

Scouts are proficient with all weapons groups except heavy, and light or medium armors. They can use shields. They gain 2 ranks in Hide, Move Silently, and Ride at 1st level. They rely heavily on herbs to cure injuries or quickly kill sentries. They have a very "can do" attitude, and do not always worry about any moral consequences when dealing with their enemies.



Human Scout

		Fort	Ref	Will	Def	Rep	
Level	Base Attack Bonus	Save	Save	Save	Bonus	Bonus	Special
1	+1	+1	+1	+1	+1	+0	Bonus Feat
2	+2	+2	+2	+2	+2	+0	Trailblazing
3	+3	+2	+2	+2	+2	+0	Heart +1
4	+4	+2	+2	+2	+2	+1	Uncanny Dodge
5	+5	+3	+3	+3	+3	+1	Skill Mastery, Extreme Effort
6	+6/+1	+3	+3	+3	+3	+1	Evasion
7	+7/+2	+4	+4	+4	+4	+2	Uncanny Dodge (can't be flanked)
8	+8/+3	+4	+4	+4	+4	+2	Bonus Feat
9	+9/+4	+4	+4	+4	+4	+2	
10	+10/+5	+5	+5	+5	+5	+3	Skill Mastery
11	+11/+6/+1	+5	+5	+5	+5	+3	Heart +2
12	+12/+7/+2	+6	+6	+6	+6	+3	Bonus Feat
13	+13/+8/+3	+6	+6	+6	+6	+4	
14	+14/+9/+4	+6	+6	+6	+6	+4	Skill Mastery
15	+15/+10/+5	+7	+7	+7	+7	+4	Heart +3
16	+16/+11/+6/+1	+7	+7	+7	+7	+5	Bonus Feat
17	+17/+12/+7/+2	+8	+8	+8	+8	+5	
18	+18/+13/+8/+3	+8	+8	+8	+8	+5	Heart +4
19	+19/+14/+9/+4	+8	+8	+8	+8	+6	
20	+20/+15/+10/+5	+9	+9	+9	+9	+6	Skill Mastery

The Sorcerer

The Sorcerer uses the innate power in his bloodline to cast spells. While they often replicate the effects of arcane spell use, they draw solely on his force of will and mental crafting.

Class Skills:

Alchemy, Concentration, Craft, Knowledge, Profession, Spellcraft, Treat Injury

Skill Points (1st level):

(2+ Int Modifier) x4

Skill Points every other Level:

2+ Int Modifier

Power Points per Level:

1/2 CHA bonus +1, rounded up

Class Features:

Sorcerers are skilled with all simple weapons, and Bows. They may also choose any one group commonly used by their culture or social class. They may wear light armor, but no shield. Unfortunately, most Sorcerers lack formal schooling, and, unaware of the dangers of powerful casting, fall prey to the servants of the Shadow. They have an extra 1% chance per PP used to attract notice. Sorcerers must multiclass once (or more if they wish) for every 2 levels of Sorcerer they take. It may be in 1 or more classes at the Sorcerer's discretion.



Human Sorcerer

		Fort	Ref	Will	Def	Rep	Spell	
Level	Base Attack Bonus	Save	Save	Save	Bonus	Bonus	level	Special
1	+0	+0	+0	+2	+3	+0	0	Summon Familiar
2	+1	+0	+0	+3	+4	+1	1	
3	+1	+1	+1	+3	+4	+1		Bonus Feat
4	+1	+1	+1	+4	+4	+2	2	
5	+2	+1	+1	+4	+5	+2		
6	+2	+2	+2	+5	+5	+2	3	
7	+2	+2	+2	+5	+6	+3		Bonus Feat
8	+3	+2	+2	+6	+6	+3	4	
9	+3	+3	+3	+6	+6	+4		
10	+3	+3	+3	+7	+7	+4	5	Craft (Crystals and fetishes)
11	+4	+3	+3	+7	+7	+5		Bonus Feat
12	+4	+4	+4	+8	+8	+5	6	
13	+4	+4	+4	+8	+8	+6		
14	+5	+4	+4	+9	+8	+6	7	Bonus Feat
15	+5	+5	+5	+9	+9	+7		
16	+5	+5	+5	+10	+9	+8	8	
17	+6/+1	+5	+5	+10	+10	+9		
18	+6/+1	+6	+6	+11	+10	+10	9	Bonus Feat
19	+6/+1	+6	+6	+11	+10	+11		
20	+7/+2	+6	+6	+12	+11	+12		Bonus Feat

The Warrior

Few cultures can survive in the World without those able to take up arms. The Warrior encompasses all those professions that rely on steel to ply their trade. Soldier, sailor, Royal Guardsman, all are Warriors.

Class Skills:

Climb, Craft, Handle Animal, Intimidate, Jump, Ride, Swim

Skill Points (1st level):

(2+ Int Modifier) x4

Skill Points every other Level:

2+ Int Modifier

Class Features:

Warriors are proficient with all armor, weapons, and shields. Only the Warrior may take Weapon Specialization (at 4th level). They come from all social levels, and they vary amongst themselves as much as any other group, not even the quality (or quantity) of their equipment can serve as a guide to the level of their expertise.



Dwarven Warrior

		Fort	Ref	Will	Def	Rep	
Level	Base Attack Bonus	Save	Save	Save	Bonus	bonus	Special
1	+1	+2	+0	+0	+3	+0	Bonus Feat
2	+2	+3	+0	+0	+3	+0	Bonus Feat
3	+3	+3	+1	+1	+4	+1	
4	+4	+4	+1	+1	+4	+1	Bonus Feat
5	+5	+4	+1	+1	+5	+2	
6	+6/+1	+5	+2	+2	+5	+2	Bonus Feat
7	+7/+2	+5	+2	+2	+6	+3	
8	+8/+3	+6	+2	+2	+6	+3	Bonus Feat
9	+9/+4	+6	+3	+3	+7	+4	
10	+10/+5	+7	+3	+3	+7	+4	Bonus Feat
11	+11/+6/+1	+7	+3	+3	+8	+5	
12	+12/+7/+2	+8	+4	+4	+8	+5	Bonus Feat
13	+13/+8/+3	+8	+4	+4	+9	+6	
14	+14/+9/+4	+9	+4	+4	+9	+6	Bonus Feat
15	+15/+10/+5	+9	+5	+5	+10	+7	
16	+16/+11/+6/+1	+10	+5	+5	+10	+7	Bonus Feat
17	+17/+12/+7/+2	+10	+5	+5	+11	+8	
18	+18/+13/+8/+3	+11	+6	+6	+11	+8	Bonus Feat
19	+19/+14/+9/+4	+11	+6	+6	+12	+9	
20	+20/+15/+10/+5	+12	+6	+6	+12	+9	Bonus Feat



Feats

All Feats in this section are additions to the Feats list in the AD&D 3.0 Players Handbook

ANIMAL AFFINITY

Benefit: +2 bonus on all Handle Animal and Ride checks.

ATHLETIC

Benefit: +2 bonus on all Climb and Swim checks.

CARTOGRAPHY

Prerequisite: Dex 13, Character level 2

Benefit: You can make detailed topographic maps of an area

Normal: With out this feat, accurate map making can not be done. They will be off in scale, accuracy and missed features.

Special: A writing medium and tool are required. They do not have to be permanent.

EXPERT GUNNER

Prerequisite: Gunner, Base attack bonus of +9 or higher

Benefit: Never suffer range penalties at Short or Medium range.

Normal: Normal penalties apply

FAME

Benefit: Your reputation bonus increases by +3

Special: You can't select both the Fame feat and the Infamous feat.

GREEN THUMB

Prerequisite: WIS 13 or more

Benefit: You can grow almost anything anywhere. The plant grown must be able to survive at the current altitude or conditions. If these are present, the plant will grow normal and healthy even if it is in an artificial environment.

Normal: Herbs, flowers, and exotic plants may be cultivated in other than natural environments. This can also give a +5 bonus to agriculture and domesticated plants.

Special: Without this feat, herb gardens can not contain any non-native plants.

GUNNER

Prerequisite: Heavy Weapons group proficiency

Benefit: You are able to make a called shot at half the normal penalties. If in point blank range, you may make a called shot at no penalty. You may train a crew to work at top efficiency, lessening the time it takes to reload by 25%.

HEADSTRONG

Benefit: +1 synergy on all Will saving throws and +2 to all Intimidate checks.

HEROIC SURGE

Benefit: You can take an extra Move or Attack action either before or after your normal turn. It may be taken at any time you declare, even if it interrupts or runs concurrent with someone else's turn. It must be declared BEFORE the results of an opponent's or other player's actions are announced.

Level	Times Per Day
1-4	1
5-8	2
9-12	3
13-16	4
17-20	5

IMPROVED CRITICAL

Prerequisite: Proficiency with weapon, Base attack Bonus +8

Benefit: The critical threat range for the weapon increases by +1

Special: You may take this multiple times. You may apply this to the same weapon or different weapons.

INFAMY

Benefit: Your reputation bonus increases by +3

Special: You can't select both the Fame feat and the Infamous feat.

LEGEND LORE

Benefit: You are familiar with the lore, stories and history of Middle Earth

Normal: You may have a level of familiarity equal to the contents of the Silmarillion and the LOTR cycle. A roll vs INT or WIS (whichever is highest) can give relevant lore about a historical topic or period.

Special: Without this feat, your classical education is lacking. You can not draw on lore for relevant information.

LOW PROFILE

Benefit: Your reputation has a -2 penalty

MIMIC

Benefit: +2 bonus on all Disguise checks and +2 to all Entertain checks pertaining to comedy, drama, impersonation, and story telling.

NIMBLE

Benefit: +2 bonus on all Escape Artist checks and Sleight of Hand checks

PERSUASIVE

Benefit: +2 bonus to all Bluff and Intimidate checks.

PINPOINT ACCURACY

Prerequisite: Base attack bonus +6 or higher

Benefit: You may subtract from your ranged attack roll and add the same amount to damage on all attacks within point blank range for the round. You may not exceed your base attack bonus, and any other modifiers still apply.

QUICKNESS

Benefit: You gain +3 Vitality points, and your base movement increases by 5 feet.

Special: You may gain this feat multiple times.

REGIONAL MASTERY

Prerequisite: INT 12, WIS 12, able to read and write at least 1 language

Benefit: You are intimately familiar with 1 region of Middle Earth.

Normal: You may draw upon the culture, social structure, politics, and stories about a specific region. This information may be extremely in depth. A roll vs INT will give relevant information.

Special: This feat requires being able to read and write at least 1 current language. Information may be slanted from the viewpoint of the writer. The feat may be taken multiple times, each for a different region. The information given may be affected by the time period it was written in. Without this feat, the wide world is a mystery.

RUGGED

Benefit: +1 synergy bonus on all Fortitude checks and a +2 bonus to all Survival checks.

SKILL EMPHASIS

Benefit: +3 bonus on all skill checks with the skill chosen

SHARP EYED

Benefit: +2 bonus to all Search and Spot checks

STEADY

Benefit: +1 bonus to all Reflex saving throws and a +2 bonus to Balance checks

STEALTHY

Benefit: +2 bonus to Hide and Move Silently checks

SURGERY

Prerequisite: Treat Injury skill 4+ ranks

Benefit: You may make a Treat Injury check to attempt to heal wounds. You must have the proper tools. You can't take 10 or 20. You can't do this in a combat situation. Surgery takes 1 hour for each Wound point attempted (only 1 total time block - ie 10 wounds would take 10 hours, succeed or fail). The result of the check determines the number of Wound points restored. The patient is Fatigued for a number of days equal to the amount of Wound points restored.

Result	Wounds Restored
5-9	1
10-14	2
15-19	3
20-24	4
25-29	5
30-34	6
35-39	7
40-44	8
45-49	9
50+	10

Special: Depending on conditions, checks for infection and disease may apply. A failed roll causes damage equal to the amount of Wounds attempting to be healed. A natural roll of 1 causes double the amount of wounds attempted to be healed to be lost instead.

TRICK

Benefit: +2 bonus to all Bluff and Gamble checks.

TRUSTWORTHY

Benefit: +2 bonus on all Diplomacy and Gather Information checks.



Spells

Animist Spell Lists

Level	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
0	Create Water	Creates 2 gallons/lvl of pure water	V,S	Close	Up to 2 gallons/lvl	Instantaneous	-	-
0	Detect Magic	Detects spells & magic items	V,S	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-
0	Detect Poison	Detects poison in creature or object	V,S	Close	Creat,obj or 5-ft cube	Instantaneous	-	-
0	Flare	Dazzles 1 creature (-1 attack)	V	Close	Burst of light	Inst (1 min)	Fort negs	Yes
0	Guidance	+1 on 1 attack roll, save or check	V,S	Touch	Creature touched	1 min / discharged	-	Yes
0	Know Direction	You discern North	V,S	Personal	You	Instantaneous	-	-
0	Light	Object shines like a torch	V,DF	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-
0	Mending	Makes minor repairs on an obj	V,S	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes
0	Purify Food and Drink	Purifies 1 cu ft/lvl of food or water	V,S	10 ft	1 cu ft/lvl	Instantaneous	Will negs	Yes
0	Read Magic	Read scrolls and spellbooks	V,S,F	Personal	You, 250 words/min	10 min/lvl	-	-
0	Resistance	Subject gains +1 on saves	V,S,DF	Touch	Creature touched	1 min	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
1	Animal Friendship	Permanent animal companions	V,S,M	Close	One animal	Instantaneous	Will negs	Yes
1	Calm Animals	Calms 2d4+1/lvl HD of animals etc.	V,S	Close	Within 30 ft	1 min/lvl	Will negs	Yes
1	Detect Animals or Plants	Detects special animals or plant	V,S	Long	Quarter circle	Conc,10 min/lvl (D)	-	-
1	Detect Snares and Pits	Reveals natural or primitive traps	V,S	60 ft	Quarter circle	Conc,10 min/lvl (D)	-	-
1	Endure Elements	Ignores 5 dmg/rnd from element	V,S	Touch	Creature touched	24 h	-	Yes
1	Entangle	Plants entangle in 40-ft rad circle	V,S,DF	Long	40-ft radius spread	1 min/lvl	Ref	-
1	Faerie Fire	Outlines with light, blur etc.	V,S,DF	Long	Within 5-ft rad burst	1 min/lvl	-	Yes
1	Goodberry	2d4 berries each cure 1 hp	V,S,DF	Touch	2d4 fresh berries	1 day/lvl	-	Yes
1	Invisibility to Animals	Animals can't perceive 1 subject/lvl	S,DF	Touch	1 creature/lvl	10 min/lvl	-	Yes
1	Magic Fang	1 natural weapon gets +1 att/dmg	V,S,DF	Touch	Creature touched	1 min/lvl	Will negs	Yes
1	Obscuring Mist	Fog surrounds you	V,S	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-
1	Pass without Trace	1 subject/level leaves no tracks	V,S,DF	Touch	1 creat/lvl touched	10 min/lvl	Will negs	Yes
1	Shillelagh	Weapon +1 att, damage 1d10+1	V,S,DF	Touch	Oak club/qaurterstaff	1 min/lvl	Will negs	Yes
1	Summon Nature's Ally I	Calls creature to fight	V,S,DF	Close	1 summoned creature	1 rnd/lvl (D)	-	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
2	Animal Messenger	Sens a tiny animal to specific place	V,S,M	Close	One Tiny animal	1 day/lvl	-	Yes
2	Animal Trance	Fascinates 2d6 HD of animals	V,S	Close	Animals, Int 1 or 2	Conc	Will negs	Yes
2	Barkskin	Grants +3/4/5 natural armor bonus	V,S,DF	Touch	+4 6th lvl,+5 12th lvl	10 min/lvl	-	Yes
2	Charm Person or Animal	Makes person/mammal your friend	V,S	Close	Person or animal	1 h/lvl	Will negs	Yes
2	Chill Metal	Cold metal damages if touched	V,S,DF	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes
2	Delay Poison	Stops poison from harming subject	V,S,DF	Touch	Creature touched	1 h/lvl	Fort negs	Yes
2	Flame Blade	Touch attack deals 1d8+1/2 lvls	V,S,DF	Touch	No Str mod to dmg	1 min/lvl (D)	-	Yes
2	Flaming Sphere	Ball of fire, 2d6 dmg, lasts 1 rnd/lvl	V,S,DF	Medium	Moves 30 ft, 2d6 dmg	1 rnd/lvl	Ref negs	Yes
2	Heat Metal	Hot metal damages if touched	V,S,DF	Close	Creat/2 lvls / 25 lb/lvl	7 rounds	Will negs	Yes
2	Hold Animal	Holds one animal helpless, 1 rnd/lvl	V,S	Medium	One animal	1 rnd/lvl (D)	Will negs	Yes
2	Lesser Restoration	Dispels magic abi dmg /repairs 1d4	V,S	Touch	Creature touched	Instantaneous	Will negs	Yes
2	Produce Flame	1d4+1/2 lvls damage, touch/throw	V,S	Touch	Damage 1d4+1/2 lvls	1 rnd/lvl (D)	-	Yes
2	Resist Elements	Ignores 12 dmg/rnd from element	V,S,DF	Touch	Creature touched	1 min/lvl	-	Yes
2	Soften Earth and Stone	Stone to clay / dirt to sand or mud	V,S,DF	Close	10-ft sq/lvl	Instantaneous	-	-
2	Speak with Animals	Communicate with natural animals	V,S	Personal	You	1 min/lvl	-	-
2	Summon Nature's Ally II	Calls creature to fight	V,S,DF	Close	2:1, 1:1d3	1 rnd/lvl (D)	-	-
2	Summon Swarm	Swarm of crawling or flying creats	V,S,DF	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-
2	Tree Shape	You look exactly like tree, 1 h/lvl	V,S,DF	Personal	You	1 h/lvl (D)	-	-
2	Warp Wood	Bends shaft, handle, door, plank	V,S	Close	1 lb/lvl, 20-ft rad	Instantaneous	Will negs	Yes
2	Wood Shape	Rearranges wooden objects	V,S,DF	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	Will negs	Yes

Animist Spell Lists Cont.

	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
3	Call Lightning	Lightning (1d10/lvl) during storms	V,S	Long	Special	10 min/lvl	Ref half	Yes
3	Contagion	Infects with chosen disease	V,S	Touch	Living creature	Instantaneous	Fort negs	Yes
3	Diminish Plants	Reduces size of plants	V,S,DF	Special	Special	Instantaneous	-	-
3	Dominate Animal	Animal obeys mental commands	V,S	Medium	One animal	1 rnd/lvl	Will negs	Yes
3	Greater Magic Fang	Weapon gets +1 att/dmg per 3 lvls	V,S,DF	Close	One living creature	1 h/lvl	Will negs	Yes
3	Neutralize Poison	Detoxifies venom in or on subject	V,S,M	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes
3	Plant Growth	Grows vegetation, improves crops	V,S,DF	Special	Special	Instantaneous	-	-
3	Poison	Touch 1d10 Con dmg, repeats 1min	V,S,DF	Touch	Living creat touched	Instantaneous	Fort negs	Yes
3	Protection from Elements	Absorb 12 dmg/lvl from energy	V,S	Touch	Creature touched	10 min/lvl	-	Yes
3	Remove Disease	Cures all diseases affecting subject	V,S	Touch	Creature touched	Instantaneous	Fort negs	Yes
3	Snare	Creates magical booby trap	V,S,DF	Touch	Vine, rope or thong	Until triggered	-	-
3	Speak with Plants	Talk to normal plants / plant creats	V,S	Personal	You	1 min/lvl	-	-
3	Spike Growth	1d4 dmg to creats, may be slowed	V,S,DF	Medium	1 20-ft square/level	1 h/lvl (D)	Ref part	Yes
3	Stone Shape	Sculpts stone into any form	V,S,M	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-
3	Summon Nature's Ally III	Calls creature to fight	V,S,DF	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-
3	Water Breathing	Subjects can breath underwater	V,S,DF	Touch	Living creats touched	2 h/lvl	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
4	Antiplant Shell	Keeps animated plants at bay	V,S,DF	10 ft	10-ft radius	10 min/lvl (D)	-	Yes
4	Control Plants	Talk and control plants and fungi	V,S,DF	Close	Within 25+5 ft/2 lvls	1 min/lvl	Will negs	-
4	Dispel Magic	Cancels magical spells and effects	V,S	Medium	Special	Instantaneous	-	-
4	Flame Strike	Smites foes with divine fire 1d6/lvl	V,S,DF	Medium	10-ft rad, 40 ft high	Instantaneous	Ref half	Yes
4	Freedom of Movement	Subject move despite impediments	VSM,DF	Prsl, touch	You or creat touched	10 min/lvl	-	-
4	Giant Vermin	Turn insects into giant vermin	V,S,DF	Close	1-3 vermin	1 min/lvl	-	Yes
4	Quench	Extinguishes nonmagical fires	V,S,DF	Medium	1 20-ft cube/level	Instantaneous	Will negs	Yes
4	Repel Vermin	Insects stay 10 ft away	V,S,DF	10 ft	10-ft radius	10 min/lvl	Will negs	Yes
4	Rusting Grasp	Your touch corrodes iron and alloys	V,S,DF	Touch	Ferrous obj/creat	Special	-	-
4	Scrying	Spies on subject from a distance	VSM,DF	Special	Magical sensor	1 min/lvl	-	-
4	Sleet Storm	Hampers vision and movement	V,S,M	Long	40 ft, 20 ft high	1 rnd/lvl	Ref part	-
4	Spike Stones	1d8 dmg to creats, may be slowed	V,S,DF	Medium	1 20-ft square/lvl	1 h/lvl (D)	Ref part	Yes
4	Summon Nature's Ally IV	Calls creature to fight	V,S,DF	Close	4:1 3:1d3 1-2:1d4+1	1 rnd/lvl (D)	-	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
5	Animal Growth	1 animal/2 lvls doubles in size, HD	V,S	Medium	Max 30 ft apart	1 min/lvl	-	Yes
5	Awaken	Animal/tree gains human intellect	VSE,XP	Touch	Animal or tree	Instantaneous	Will negs	Yes
5	Commune with Nature	Learn about terrain for 1 mile/level	V,S	Personal	You	Instantaneous	-	-
5	Control Winds	Change wind direction and speed	V,S	40 ft/lvl	40 ft/lvl radius	10 min/lvl	Fort negs	-
5	Death Ward	Immunity to death spells/effects	V,S,DF	Touch	Living creat touched	10 min/lvl	-	Yes
5	Ice Storm	Hail deals 5d6 dmg in cylinder 40 ft	V,S,DF	Long	20-ft rad, 3d6+2d6	Instantaneous	-	Yes
5	Insect Plague	Insect horde limits vision, dmg etc.	V,S,DF	Long	180 ft wide, 60 ft high	1 min/lvl	Special	-
5	Summon Nature's Ally V	Calls creature to fight	V,S,DF	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-
5	Wall of Fire	2d4 dmg out to 10 ft, 1d4 to 20 ft	V,S,DF	Medium	20 ft/lvl or 5 ft/2 lvls	Conc + 1 rnd/lvl	Special	Yes
5	Wall of Thorns	Thorns damage those who pass	V,S	Medium	Up to 10-ft cube/lvl	10 min/lvl (D)	-	-

Animist Spell Lists Cont. Cont.

	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
6	Antilife Shell	10-ft field hedges out living creats	V,S,DF	10 ft	10-ft radius	10 min/lvl (D)	-	Yes
6	Find the Path	Shows most direct way to location	V,S,F	Prsl,touch	You or creat touched	10 min/lvl	-	-
6	Fire Seeds	Acorn and berries become bombs	V,S,M	Touch	1-4 acorns/1-8berries	10 min/lvl	Ref half	Yes
6	Greater Dispelling	Greater dispel magic, +20 on check	V,S	Medium	Special	Instantaneous	-	-
6	Ironwood	Magical wood is strong as steel	V,S	Touch	5 lb of wood/lvl	1 day/level (D)	-	-
6	Liveoak	Oak becomes treant guardian	V,S	Touch	Tree touched	1 day/level (D)	-	-
6	Repel Wood	Pushes away wooden objects	V,S	Medium	120 ft wide,10 ft high	1 min/lvl	-	-
6	Spellstaff	Stores one spell in quarterstaff	V,S,F	Touch	Woodstaff touched	Perm/dischrgd (D)	Will neg	Yes
6	Stone Tell	Talk to natural or worked stone	V,S,DF	Personal	You	1 min/lvl	-	-
6	Summon Nature's Ally VI	Calls creature to fight	V,S,DF	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-
6	Transport via Plants	Move from plant to another	V,S	Unlimited	You	1 round	-	-
6	Wall of Stone	20 hp/4 levels, can be shaped	V,S,DF	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
7	Control Weather	Changes weather in local area	V,S	2 miles	2-mile-rad circle	4d12 hours	-	-
7	Creeping Doom	Carpet of insects at your command	V,S	Close	Insect fill 10-ft rad	1 min/lvl	-	-
7	Fire Storm	Deals 1d6 damage/lvl (max 20d6)	V,S	Medium	2 10-ft cubes/level	Instantaneous	Ref half	Yes
7	Greater Scrying	Spies on subject from a distance	V,S	Special	Magical sensor	1 h/lvl	-	-
7	Harm	Subject loses all but 1d4 hp	V,S	Touch	Creature touched	Instantaneous	-	Yes
7	Summon Nature's Ally VII	Calls creature to fight	V,S,DF	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-
7	Sunbeam	Blinds,3d6 dmg,1 beam/3 lvls	V,S,DF	Medium	100 ft+10/lvl long	1 rnd/lvl	Ref half	Yes
7	True Seeing	See all things as they really are	V,S,M	Touch	Creature touched	1 min/lvl	Will negs	Yes
7	Wind Walking	You and allies can move on the wind	V,S,M	Long	You +creat/3 lvls	1 hr/lvl	-	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
8	Command Plants	Plants animate,vegetation entangle	V	Close	Plants, plant creats	1 day/lvl or 1 h/lvl	Special	Spec
8	Repel Metal or Stone	Pushes away metal and stone	V,S	Medium	120 ft wide,10 ft high	1 rnd/lvl	-	-
8	Summon Nature's Ally VIII	Calls creature to fight	V,S,DF	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-
8	Sunburst	Blinds all within 10 ft, 3d6 dmg	V,S,DF	Long	10 ft/lvl radius burst	Instantaneous	Ref half	Yes
8	Whirlwind	Cyclone damages, can pick creats	V,S,DF	Long	10-30 ft wide, 30 tall	1 rnd/lvl	Ref negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
9	Antipathy	Obj or loc repels certain creatures	V,S,DF	Close	Location or object	2 h/lvl	Will part	Yes
9	Earthquake	Intense tremor shakes 5-ft/lvl rad	V,S,DF	Long	5 ft/lvl radius	1 rnd	Special	-
9	Elemental Swarm	Summons 2d4 Large, 1d4 Huge	V,S	Medium	2+ summoned creats	10 min/lvl (D)	-	-
9	Foresight	6th sense warns of danger	V,S,DF	Prsl,touch	Special	10 min/lvl	-	-
9	Summon Nature's Ally IX	Calls creature to fight	V,S,DF	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-
9	Sympathy	Obj or loc attracts certain creatures	V,S,M	Close	Location or object	2 h/lvl	Will negs	Yes

Bardic Spells

Level	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
0	Dancing Lights	Figment torches or other lights	V,S	Medium	Within 10 ft-rad area	1 min	Will disblf	-
0	Daze	Creature loses next action	V,S,M	Close	1 creat up to 4 HD	1 rnd	Will negs	Yes
0	Detect Magic	Detects spells and magic items	V,S	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-
0	Ghost Sound	Figment sounds	V,S,M	Close	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-
0	Light	Object shines like a torch	V,M	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-
0	Mending	Makes minor repairs on an object	V,S	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes
0	Prestidigitation	Performs minor tricks	V,S	10 ft	Lift 1 lbs etc. tricks	1 h	-	-
0	Read Magic	Read scrolls and spellbooks	V,S,F	Personal	You, 250 words/min	10 min/lvl	-	-
0	Resistance	Subject gains +1 on saves	V,S,M	Touch	Creature touched	1 min	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
1	Alarm	Wards an area for 2 h/lvl	V,S,F	Close	25-ft-rad emanation	2 h/lvl (D)	-	-
1	Cause Fear	One creature flees for 1d4 rnds	V,S	Close	-2 to att/dmg/saves	1d4 rnds	Will negs	Yes
1	Charm Person	Makes one person your friend	V,S	Close	1 person	1 h/lvl	Will negs	Yes
1	Detect Secret Doors	Reveals hidden doors withing 60 ft	V,S	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-
1	Erase	Mundane or magical writing vanish	V,S	Close	1 scroll or 2 pages	Instantaneous	Special	-
1	Feather Fall	Objects or creatures fall slowly	V	Close	10-ft-rad, 300 lb/lvl	Land or 1 rnd/lvl	Will negs	Yes
1	Hypnotism	Fascinates 2d4 HD of creats	V,S	Close	Max 30 ft apart	2d4 rnds (D)	Will negs	Yes
1	Identify	Determines feature of magic item	V,S,M	Touch	1 touched obj/lvl	Instantaneous	-	-
1	Magic Mouth	Delivers response to action or quest.	V,S,M	Touch	1 object	Special	-	-
1	Magic Weapon	Weapon gains +1 bonus	V,S,F	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes
1	Message	Whispered conversation at distance	V,S,F	Medium	1 creature/lvl	10 min/lvl	-	-
1	Sleep	Put 2d4 HD of creats into slumber	V,S,M	Medium	Within 15 ft-rad burst	1 min/lvl	Will negs	Yes
1	Sound Bubble	Creates mobile or stationary bubble	V,S,M	Close	Self or 20'	10 rnds+1/lvl	-	-
1	Summon Monster I	Calls outsider to fight for you	V,S,F	Close	Summoned creat	1 rnd/lvl (D)	-	-
1	Ventriloquism	Throws voice for 1 min/lvl	V,F	Close	Usually speech	1 min/lvl (D)	Will disblf	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
2	Animal Trance	Fascinates 2d6 HD of animals	V,S	Close	Animals, Int 1 or 2	Conc	Will negs	Yes
2	Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	V,S,M	Touch	Creature touched	1 h/lvl	Will negs	Yes
2	Cat's Grace	Subject Gains 1d4+1 Dex, 1 h/lvl	V,S,M	Touch	Creature touched	1 h/lvl	-	Yes
2	Darkness	20-ft rad of supernatural darkness	V,M	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-
2	Daylight	60-ft rad of bright light	V,S	Touch	Obj, 60-ft radius	10 min/lvl	-	-
2	Deafness	Makes subject deaf	V	Medium	Living creat	Permanent (D)	Fort negs	Yes
2	Detect Thoughts	Allows "listening" surface thoughts	V,S,F	60 ft	Quarter circle	Conc, 1 min/lvl (D)	Will negs	-
2	Enthrall	Captives all within 100 ft + 10 ft/lvl	V,S	Medium	Any number of creats	Up to 1 h	Will negs	Yes
2	Hold Person	Holds one person helpless, 1 rnd/lvl	V,S,F	Medium	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes
2	Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creats	V,S,M	Medium	15 ft-rad spread	Conc +2 rnds	Will negs	Yes
2	Locate Object	Senses direction toward obj	V,S,F	Long	Rad 400 ft + 40 ft/lvl	1 min/lvl	-	-
2	Misdirection	Misleads divinations for obj or creat	V,S	Close	Size 10-ft cube	1 h/lvl	Will negs	-
2	Obscure Object	Maks object against divination	V,S,M	Touch	Up to 100 lb/lvl	8 hours	Will negs	Yes
2	Scare	Panics creatures up to 5 HD	V,S,M	Medium	All creatures 15-ft rad	1 rnd/lvl	Will negs	Yes
2	See Invisibility	Reveals invisible creatures or objs	V,S,M	Medium	Cone	10 min/lvl (D)	-	-
2	Shatter	Sonic vibration damages objects	V,S,M	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes
2	Silence	Negates sound in 15-ft radius	V,S	Long	15-ft radius	1 min/lvl	Will negs	Yes
2	Sound Burst	Deals 1d8 sonic damage, may stun	V,S,DF	Close	10-ft-rad spread	Instantaneous	Will part	Yes
2	Suggestion	Compels subject to follow	V,M	Close	One living creature	1 h/lvl	Will negs	Yes
2	Tongues	Speak any language	V,M	Touch	Creature touched	10 min/lvl	-	-
2	Whispering Wind	Sends a message 1 mile/lvl	V,S	1 mile/lvl	10-ft-rad spread	Until dest or 1 h/lvl	-	-

Bardic Spells Cont.

	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
3	Charm Monster	Makes monster believe its your ally	V,S	Close	One living creature	1 day/lvl	Will negs	Yes
3	Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	V,S,F	Special	Magical sensor	1 min/lvl (D)	-	-
3	Confusion	Makes behave oddly, 1 rnd/lvl	V,S,M	Medium	All creats 15-ft rad	1 rnd/lvl	Will negs	Yes
3	Dispel Magic	Cancels magical spells and effects	V,S	Medium	Special	Instantaneous	-	-
3	Emotion	Arouses strong emotion in subject	V,S	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes
3	Fear	Subjects within gone flee 1 rnd/lvl	V,S,M	Close	Cone, -2 morale	1 rnd/lvl	Will negs	Yes
3	Haste	Extra partial action, +4 AC	V,S,M	Close	One creature	1 rnd/lvl	Fort negs	Yes
3	Illusory Script	Only intended reader can decipher	V,S,M	Touch	Weight 10 lb	1 day/level	Will negs	Yes
3	Keen Edge	Doubles weapon's threat range	V,S	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Yes
3	Lesser Geas	Commands subject 7 HD or less	V	Close	Creat up to 7 HD	1 day/lvl / dischrgd	Will negs	Yes
3	Remove Curse	Frees object or person from curse	V,S	Touch	Creat or item touched	Instantaneous	Will negs	Yes
3	Sculpt Sound	Creates new sounds or changes	V,S	Close	1 creat or obj/lvl	1 h/lvl (D)	Will negs	Yes
3	Sepia Sigil	Symbol that immobilizes reader	V,S,M	Touch	Book or written work	Perm or discharged	Ref negs	-
3	Slow	1/lvl only partial actions, -2 AC/att	V,S,M	Close	1 creat/lvl, 30 ft apart	1 rnd/lvl	Will negs	Yes
3	Wall of Sound	1d8 dmg, deafens, comm in 30' neg	V,S,M	Medium	10x10x10/lvl blocks	conc +1 rnd/lvl	-	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
4	Break Enchantment	Frees subject from enchants etc.	V,S	Close	1 creat/lvl, within 30ft	Instantaneous	Special	-
4	Detect Srying	Alerts of magical eavesdropping	V,S,M	120 ft	120-ft-rad emanation	24 h	-	-
4	Dominate Person	Controls humanoid telepathically	V,S	Medium	Medium or smaller	1 day/lvl	Will negs	Yes
4	Hold Monster	Holds creature helpless	V,S,M	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes
4	Legend Lore	Learn tales about person, place etc.	V,S,M,F	Personal	You	Special	-	-
4	Locate Creature	Indicates direction to familiar creat	V,S,M	Long	Circle 400 ft + 40/lvl	10 min/lvl	-	-
4	Modify Memory	Changes 5 minutes of memories	V,S	Close	One living creature	Permanent	Will negs	Yes
4	Rainbow Pattern	Prevent 24 HD creats attacking	(V),SMF	Medium	15-ft radius sphere	Conc +1 rnd/lvl (D)	Will negs	Yes
4	Shout	Deafens all within cone, 2d6 dmg	V	Close	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
5	Dream	Sends message to anyone sleeping	V,S	Unlimited	Living creat touched	Special	-	Yes
5	Greater Dispelling	Greater dispel magic, +20 on check	V,S	Medium	Special	Instantaneous	-	-
5	Mind Fog	Subjects in fog get -10 Wis / Will	V,S	Medium	Fills 20-ft cube	30 min + 2d6 rnds	Will negs	Yes
5	Nightmare	Sends vision dealing 1d10 damage	V,S	Unlimited	Tired, 1d10 damage	Instantaneous	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
6	Eyebite	Charm, fear, sicken or sleep subject	V,S	Close	You	1 rnd/3 lvls	Special	Yes
6	Geas / Quest	Command any creature	V	Close	One living creature	1 day/lvl / dischrgd	-	Yes
6	Mass Suggestion	Compels subject/lvl to follow	V,M	Medium	Creat/lvl, 30 ft apart	1 h/lvl	Will negs	Yes
6	Repulsion	Creatures can't approach you	V,S,F	10 ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will negs	Yes

Healer Spells

Level	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
0	Create Water	Creates 2 gallons/lvl of pure water	V,S	Close	Up to 2 gallons/lvl	Instantaneous	-	-
0	Cure Minor Wounds	Cures 1 point of damage	V,S	Touch	Creature touched	Instantaneous	-	-
0	Detect Magic	Detects spells and magic items	V,S	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-
0	Detect Poison	Detects poison in creature or object	V,S	Close	Creat,obj or 5-ft cube	Instantaneous	-	-
0	Guidance	+1 on 1 attack roll, save or check	V,S	Touch	Creature touched	1 min / discharged	-	Yes
0	Light	Object shines like a torch	V,DF	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-
0	Mending	Makes minor repairs on an object	V,S	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes
0	Purify Food and Drink	Purifies 1 cu ft/lvl of food or water	V,S	10 ft	1 cu ft/lvl	Instantaneous	Will negs	Yes
0	Read Magic	Read scrolls and spellbooks	V,S,F	Personal	You, 250 words/min	10 min/lvl	-	-
0	Resistance	Subject gains +1 on saves	V,S,DF	Touch	Creature touched	1 min	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
1	Bless	Allies gains +1 att, +1 vs fear	V,S,DF	50 ft	Allies within 50 ft	1 min/lvl	-	Yes
1	Comprehend Languages	Understands all languages	V,S,M	Personal	You, 250 words/min	10 min/lvl	-	-
1	Cure Light Wounds	Cures 1d8+1/lvl (max +5)	V,S	Touch	Creature touched	Instantaneous	Will half	Yes
1	Deathwatch	Sees how wounded subjects are	V,S	Close	Quarter circle	10 min/lvl	-	-
1	Detect Undead	Reveals undead within 60 ft	V,S,DF	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-
1	Endure Elements	Ignores 5 dmg/rnd from element	V,S	Touch	Creature touched	24 h	-	Yes
1	Invisibility to Undead	Undead can't perceive 1 subject/lvl	V,S,DF	Touch	Touched creature/lvl	10 min/lvl (D)	Will negs	Yes
1	Obscuring Mist	Fog surrounds you	V,S	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-
1	Random Action	Creature acts randomly for 1 round	V,S,DF	Close	One living creature	1 round	Will negs	Yes
1	Remove Fear	+4 on fear saves, +1 subject/4 lvls	V,S	Close	Max 30 ft apart	10 min	Will negs	Yes
1	Sanctuary	Opponents can't attack you	V,S,DF	Touch	Creature touched	1 rd/lvl	Will negs	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
2	Aid	+1 att,+1 fear saves,1d8 temp hps	V,S,DF	Touch	Living creature	1 min/lvl	-	Yes
2	Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	V,S,DF	Touch	Creature touched	1 h/lvl	Will negs	Yes
2	Calm Emotions	Calms 1d6/lvl subjects	V,S,DF	Medium	Max 30 ft apart	Conc, 1 rd/lvl (D)	Will negs	Yes
2	Consecrate	Fill area with positive energy	VSM,DF	Close	20-ft radius	2 h/lvl	-	-
2	Cure Moderate Wounds	Cures 2d8+1/lvl (max +10)	V,S	Touch	Creature touched	Instantaneous	Will half	Yes
2	Delay Poison	Stops poison from harming subject	V,S,DF	Touch	Creature touched	1 h/lvl	Fort negs	Yes
2	Endurance	Gain 1d4+1 Con for 1 h/lvl	V,S,DF	Touch	Creature touched	1 h/lvl	-	Yes
2	Gentle Repose	Preserves one corpse	V,S,M	Touch	Corpse touched	1 day/lvl	Will negs	Yes
2	Lesser Restoration	Dispels magic abi dmg /repairs 1d4	V,S	Touch	Creature touched	Instantaneous	Will negs	Yes
2	Make Whole	Repairs an object	V,S	Close	Up to 10 cu ft/lvl	Instantaneous	Will negs	Yes
2	Remove Paralysis	Frees creats from parlys/hold/slow	V,S	Close	1:neg,2:+4,3-4:+2	Instantaneous	Will neg	Yes
2	Resist Elements	Ignores 12 dmg/rnd from element	V,S,DF	Touch	Creature touched	1 min/lvl	-	Yes
2	Shield Other	You take half of subject's damage	V,S,F	Close	+1 AC, +1 saves	1 h/lvl (D)	Will negs	Yes
2	Zone of Truth	Subjects within range cannot lie	V,S,DF	Close	5-ft rad/level	1 min/lvl	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
3	Continual Flame	Makes a permanent, heatless torch	V,S,M	Touch	Illusory flame	Permanent	-	-
3	Cure Serious Wounds	Cures 3d8+1/lvl (max +15)	V,S	Touch	Creature touched	Instantaneous	Will half	Yes
3	Daylight	60-ft rad of bright light	V,S	Touch	Obj, 60-ft radius	10 min/lvl	-	-
3	Dispel Magic	Cancels magical spells and effects	V,S	Medium	Special	Instantaneous	-	-
3	Inflict Serious Wounds	Touch attack, 3d8+1/lvl (max +15)	V,S	Touch	Creature touched	Instantaneous	Will half	Yes
3	Magic Vestment	Armor/shield gains +1/3 levels	V,S,DF	Personal	+1/3 lvls (max +5)	1 h/lvl	Will negs	Yes
3	Negative Energy Protection	Subject resists level and ability drain	V,S	Touch	Living creat touched	1 rd/lvl	Will negs	Yes

Healer Spells Cont.

3	Remove Blindness / Deafness	Cure normal or magical conditions	V,S	Touch	Creature touched	Instantaneous	Fort negs	Yes
3	Remove Curse	Frees object or person from curse	V,S	Touch	Creat or item touched	Instantaneous	Will negs	Yes
3	Remove Disease	Cures all diseases affecting subject	V,S	Touch	Creature touched	Instantaneous	Fort negs	Yes
3	Stone Shape	Sculpts stone into any form	V,S,DF	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-
3	Water Breathing	Subjects can breath underwater	V,S,DF	Touch	Living creats touched	2 h/lvl	Will negs	Yes
3	Water Walk	Subject treads on water as if solid	V,S,DF	Touch	Touched creat/lvl	10 min/lvl	Will negs	Yes
3	Wind Wall	Deflects arrows, small creats, gases	V,S,DF	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
4	Cure Critical Wounds	Cures 4d8+1/lvl (max +20)	V,S	Touch	Creature touched	Instantaneous	Will half	Yes
4	Death Ward	Immunity to death spells/effects	V,S,DF	Touch	Living creat touched	10 min/lvl	-	Yes
4	Discern Lies	Reveals deliberate falsehoods	V,S,DF	Close	1/lvl,max30ft apart	Conc, 1 rnd/lvl	Will negs	-
4	Freedom of Movement	Subject move despite impediments	VSM,DF	Prsl,touch	You or creat touched	10 min/lvl	-	-
4	Imbue with Spell Ability	Transfer spells to subject	V,S,DF	Touch	Creature touched	Until discharged	Will negs	Yes
4	Neutralize Poison	Detoxifies venom in or on subject	V,S,M	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes
4	Repel Vermin	Insects stay 10 ft away	V,S,DF	10 ft	10-ft radius	10 min/lvl	Will negs	Yes
4	Restoration	Restores levels and abi score drains	V,S	Touch	Creature touched	Instantaneous	Will negs	Yes
4	Sending	Delivers short message anywhere	V,S,DF	Special	One creature	1 round	-	-
4	Spell Immunity	Subject immune to 1 spell/4 levels	V,S,DF	Touch	Creature touched	10 min/lvl	Will negs	Yes
4	Status	Monitors condition,position of allies	V,S	Touch	1 creat touched/3 lvls	1 h/lvl	Will negs	Yes
4	Tongues	Speak any language	V,DF	Touch	Creature touched	10 min/lvl	-	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
5	Break Enchantment	Frees subject from enchants etc.	V,S	Close	1 creat/lvl,within 30ft	Instantaneous	Special	-
5	Greater Command	Commands subject/level	V	Close	1 creature/lvl	1 round	Will negs	Yes
5	Healing Circle	Cures 1d8+1/lvl dmg in all dir.	V,S	20 ft	20-ft radius burst	Instantaneous	Fort half	Yes
5	Spell Resistance	Subject gains SR 12+level	V,S,DF	Touch	Creature touched	1 min/lvl	Will negs	Yes
5	True Seeing	See all things as they really are	V,S,M	Touch	Creature touched	1 min/lvl	Will negs	Yes
5	Wall of Stone	20 hp/4 levels, can be shaped	V,S,DF	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
6	Animate Objects	Objects attack your foes	V,S	Medium	1 cu ft/lvl	1 rnd/lvl	-	-
6	Find the Path	Shows most direct way to location	V,S,F	Prsl,touch	You or creat touched	10 min/lvl	-	-
6	Greater Dispelling	Greater dispel magic, +20 on check	V,S	Medium	Special	Instantaneous	-	-
6	Heal	Cures all dmg,diseases and mental	V,S	Touch	Creature touched	Instantaneous	-	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
7	Greater Restoration	Restores all levels & ability scores	V,S,XP	Touch	Creature touched	Instantaneous	Will negs	Yes
7	Regenerate	Subject's severed limbs grow back	V,S,DF	Touch	Living creat touched	Instantaneous	Fort negs	Yes
7	Repulsion	Creatures can't approach you	V,S,DF	10 ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
8	Antimagic Field	Negates magic within 10 ft	V,S,DF	10 ft	10-ft rad emanation	10 min/lvl (D)	-	Spec
8	Discern Location	Exact location of creature of object	V,S,DF	Unlimited	1 creature	Instantaneous	-	-
8	Holy Aura	+4 AC, +4 res, SR 25 vs evil	V,S,F	20 ft	1/lvl in 20-ft radius	1 rnd/lvl (D)	Special	Yes
8	Mass Heal	Heal several subjects	V,S	Close	Max 30 ft apart	Instantaneous	-	Yes
8	Symbol	Runes have array of effects	V,S,M	Touch	One symbol	Special	Special	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
9	Miracle	Requests a Maiar/Valar intercession	V,S,XP	Special	Special	Special	Special	Yes
9	Soul Bind	Prevents soul departure so can heal	V,S,F	Close	Corpse	Permanent	Will negs	-

Mage Spells

Level	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
0	Arcane Mark	Inscribes a personal rune	V,S	Touch	Rune or mark	Permanent	-	-
0	Dancing Lights	Figment torches or other lights	V,S	Medium	Within 10 ft-rad area	1 min	Will disblf	-
0	Daze	Creature loses next action	V,S,M	Close	1 creat up to 4 HD	1 rnd	Will negs	Yes
0	Detect Magic	Detects spells and magic items	V,S	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-
0	Detect Poison	Detects poison in creature/object	V,S	Close	Creat,obj or 5 ft cube	Instantaneous	-	-
0	Disrupt Undead	Deals 1d6 damage to 1 undead	V,S	Close	Ray	Instantaneous	-	Yes
0	Flare	Dazzles 1 creature (-1 attack)	V	Close	Burst of light	Inst (1 min)	Fort negs	Yes
0	Ghost Sound	Figment sounds	V,S,M	Close	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-
0	Light	Object shines like a torch	V,M	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-
0	Mage Hand	5-lbs telekinesis	V,S	Close	Move 15 ft	Concentrate	-	-
0	Mending	Makes minor repairs on an object	V,S	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes
0	Open / Close	Opens / closes small or light things	V,S,F	Close	Object not locked	Instantaneous	Will negs	Yes
0	Prestidigitation	Performs minor tricks	V,S	10 ft	Lift 1 lbs etc. tricks	1 h	-	-
0	Ray of Frost	Ray deals 1d3 cold damage	V,S	Close	Ray	Instantaneous	-	Yes
0	Read Magic	Read scrolls and spellbooks	V,S,F	Personal	You, 250 words/min	10 min/lvl	-	-
0	Resistance	Subject gains +1 on saves	V,S,M	Touch	Creature touched	1 min	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
1	Alarm	Wards an area for 2 h/lvl	V,S,F	Close	25-ft-rad emanation	2 h/lvl (D)	-	-
1	Animate Rope	Rope moves at your command	V,S	Medium	1 ropelike object	1 rnd/lvl	-	-
1	Burning Hands	1d4 fire dmg/lvl (max 5d4)	V,S	10 ft	Semicircle 10 ft long	Instantaneous	Ref half	Yes
1	Cause Fear	One creature flees for 1d4 rnds	V,S	Close	-2 to att/dmg/saves	1d4 rnds	Will negs	Yes
1	Change Self	Changes your appearance	V,S	Personal	You, 1 ft size change	10 min/lvl (D)	-	-
1	Charm Person	Makes one person your friend	V,S	Close	1 person	1 h/lvl	Will negs	Yes
1	Chill Touch	1 touch/lvl deals 1d6 dmg	V,S	Touch	Creates touched, 1/lvl	Instantaneous	Fort part	Yes
1	Color Spray	Knocks unconscious etc. 1d6 creats	V,S,M	Close	Cone	Instantaneous	Will negs	Yes
1	Comprehend Languages	Understands all languages	V,S,M	Personal	You, 250 words/min	10 min/lvl	-	-
1	Detect Secret Doors	Reveals hidden doors within 60 ft	V,S	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-
1	Detect Undead	Reveals undead within 60 ft	V,S,M	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-
1	Endure Elements	Ignores 5 dmg/rnd from element	V,S	Touch	Creature touched	24 h	-	Yes
1	Erase	Mundane or magical writing vanish	V,S	Close	1 scroll or 2 pages	Instantaneous	Special	-
1	Expeditious Retreat	Doubles your speed	V,S	Personal	You, speed/jump x2	1 min/lvl (D)	-	-
1	Feather Fall	Objects or creatures fall slowly	V	Close	10-ft-rad, 300 lb/lvl	Land or 1 rnd/lvl	Will negs	Yes
1	Grease	Makes 10-ft square or obj slippery	V,S,M	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	-
1	Hold Portal	Holds door shut	V	Medium	20 sq ft/lvl	1 min/lvl	-	-
1	Hypnotism	Fascinates 2d4 HD of creats	V,S	Close	Max 30 ft apart	2d4 rnds (D)	Will negs	Yes
1	Identify	Determines feature of magic item	V,S,M	Touch	1 touched obj/lvl	Instantaneous	-	-
1	Jump	Subject gains +30 on jump checks	V,S,M	Touch	Creature touched	1 min/lvl (D)	-	Yes
1	Mage Armor	Give subject +4 armor bonus	V,S,F	Touch	Creature touched	1 h/lvl (D)	Will negs	Yes
1	Magic Missile	1d4+lvl dmg, +1 missile lvls 3,5,7,9	V,S	Medium	Max 15 ft apart	Instantaneous	-	Yes
1	Magic Weapon	Weapon gains +1 bonus	V,S,F	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes
1	Message	Whispered conversation at distance	V,S,F	Medium	1 creature/lvl	10 min/lvl	-	-
1	Mount	Summons riding horse for 2 h/lvl	V,S,M	Close	Light horse or pony	2 h/lvl	-	-
1	Obscuring Mist	Fog surrounds you	V,S	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-
1	Protection from Chaos / Evil / Good / Law	+2 AC and saves etc.	V,S,M	Touch	Creature touched	1 min/lvl	Will negs	-
1	Ray of Enfeeblement	Reduces Str by 1d6+1/2lvls	V,S	Close	Ray, max penalty -5	1 min/lvl	Fort negs	Yes
1	Shield	Disc covers, blocks magic missiles	V,S	Personal	¾ cover	1 min/lvl (D)	-	-
1	Shocking Grasp	Touch delivers 1d8+1/lvl electricity	V,S	Touch	+3 att if wears metal	Until discharged	-	Yes
1	Silent Image	Creates minor illus of your design	V,S,F	Long	4 10-ft cubes+1/lvl	Concentrate	Will disblf	-
1	Sleep	Put 2d4 HD of creats into slumber	V,S,M	Medium	Within 15 ft-rad burst	1 min/lvl	Will negs	Yes
1	Summon Monster I	Calls outsider to fight for you	V,S,F	Close	Summoned creature	1 rnd/lvl (D)	-	-
1	True Strike	Adds +20 to your next attack	V,F	Personal	You, +20 to att	1 rnd	-	-
1	Ventriloquism	Throws voice for 1 min/lvl	V,F	Close	Usually speech	1 min/lvl (D)	Will disblf	-

Mage Spells Cont.

Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
Alter Self	Changes appearance	V,S	Personal	You, +10 disguise	10 min/lvl (D)	-	-
Arcane Lock	Magically locks a portal or chest	V,S,M	Touch	Size 30 sq ft/lvl	Permanent	-	-
Blindness / Deafness	Makes subject blind or deaf	V	Medium	Living creature	Permanent (D)	Fort negs	Yes
Blur	Attacks miss subject 20%	V	Touch	½ concealment	1 min/lvl	Will negs	Yes
Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	V,S,M	Touch	Creature touched	1 h/lvl	Will negs	Yes
Cat's Grace	Subject Gains 1d4+1 Dex, 1 h/lvl	V,S,M	Touch	Creature touched	1 h/lvl	-	Yes
Continual Flame	Makes a permanent, heatless torch	V,S,M	Touch	Illusory flame	Permanent	-	-
Darkness	20-ft rad of supernatural darkness	V,M	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-
Darkvision	See 60 ft in total darkness	V,S,M	Touch	See 60 ft in dark	1 h/lvl	-	Yes
Daylight	60-ft rad of bright light	V,S	Touch	Obj, 60-ft radius	10 min/lvl	-	-
Detect Thoughts	Allows "listening" surface thoughts	V,S,F	60 ft	Quarter circle	Conc, 1 min/lvl (D)	Will negs	-
Endurance	Gain 1d4+1 Con for 1 h/lvl	V,S	Touch	Creature touched	1 h/lvl	-	Yes
Flaming Sphere	Ball of fire, 2d6 dmg, lasts 1 rnd/lvl	V,S,M	Medium	Moves 30 ft, 2d6 dmg	1 rnd/lvl	Ref negs	Yes
Fog Cloud	Fog obscures vision	V,S	Medium	Spreads 30-ft rad	10 min/lvl	-	-
Ghoul Touch	Paralyzes one subject	V,S,M	Touch	Stench 10-ft rad	1d6+2 rnds	Fort negs	Yes
Glitterdust	Blinds creatures, outline invisible	V,S,M	Medium	Within 10 ft spread	1 rnd/lvl	Will negs	Yes
Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creats	S,M	Medium	15 ft-rad spread	Conc +2 rnds	Will negs	Yes
Invisibility	Invisible 10 min/lvl or until attacks	V,S,M	Prsl,touch	Weight 100 lb/lvl	10 min/lvl (D)	Will negs	Yes
Knock	Open locked or magic sealed doors	V	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-
Locate Object	Senses direction toward obj	V,S,F	Long	Rad 400 ft + 40 ft/lvl	1 min/lvl	-	-
Magic Mouth	Speaks once when triggered	V,S,M	Close	Creature or object	Perm until dischrgd	Will negs	Yes
Minor Image	Minor illusion with some sound	V,S,F	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will disblf	-
Mirror Image	Duplicates of you (1d4 + 1/3 lvls)	V,S	Personal	1d4 + 1/3 lvls, max 8	1 min/lvl	-	-
Misdirection	Misleads divinations for obj or creat	V,S	Close	Size 10-ft cube	1 h/lvl	Will negs	-
Obscure Object	Mask object against divination	V,S,M	Touch	Up to 100 lb/lvl	8 hours	Will negs	Yes
Protection from Arrows	Subject immune to most ranged attacks	V,S,F	Touch	Dmg reduction 10/+1	10 min/lvl	Will negs	Yes
Pyrotechnics	Fire into blinding light or smoke	V,S,M	Long	Up to 20-ft cube	1d4+1 rnds	Special	Spec
Resist Elements	Ignores 12 dmg/rnd from element	V,S	Touch	Creature touched	1 min/lvl	-	Yes
Scare	Panics creatures up to 5 HD	V,S,M	Medium	All creatures 15-ft rad	1 rnd/lvl	Will negs	Yes
See Invisibility	Reveals invisible creatures or objs	V,S,M	Medium	Cone	10 min/lvl (D)	-	-
Shatter	Sonic vibration damages objects	V,S,M	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes
Summon Monster II	Calls outsiders to fight for you	V,S,F	Close	1 or 1:1d3	1 rnd/lvl (D)	-	-
Summon Swarm	Swarm of crawling or flying creats	V,S,M	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-
Web	Fills 10-ft cube/lvl with sticky webs	V,S,M	Medium	20 ft rad spread	10 min/lvl	Ref negs	Yes
Whispering Wind	Sends a message 1 mile/lvl	V,S	1 mile/lvl	10-ft-rad spread	Until dest or 1 h/lvl	-	-
Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
Blink	Randomly vanish and reappear	V,S	Personal	You	1 rnd/lvl (D)	-	-
Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	V,S,F	Special	Magical sensor	1 min/lvl (D)	-	-
Dispel Magic	Cancels magical spells and effects	V,S	Medium	Special	Instantaneous	-	-
Displacement	Attacks miss subject 50%	V,M	Touch	Creature touched	1 rnd/lvl	Will negs	Yes
Explosive Runes	Deals 6d6 damage when read	V,M	Touch	Max 10lb obj touched	Until dischrgd (D)	Special	Yes
Fireball	1d6 dmg/lvl, 20-ft rad spread	V,S,M	Long	1d6/lvl, max 10d6	Instantaneous	Ref half	Yes
Flame Arrow	Projectiles or bolts (4d6 dmg)	V,S,M	Medium	Proj/lvl or bolt/4 lvls	1 rnd / inst	-, Ref half	Yes
Fly	Subject flies at speed of 90	V,S,F	Touch	Creature touched	10 min/lvl	-	Yes
Gentle Repose	Preserves one corpse	V,S,M	Touch	Corpse touched	1 day/lvl	Will negs	Yes
Greater Magic Weapon	+1/3 levels, max +5	V,S,M	Close	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes
Gust Of Wind	Blows away or knows down creats	V,S,F	Medium	10 ft wide, 10 ft high	1 rnd	Fort negs	Yes
Halt Undead	Immobilizes undead for 1 rnd/lvl	V,S,M	Medium	1-3 undead	1 rnd/lvl	Special	Yes
Haste	Extra partial action, +4 AC	V,S,M	Close	One creature	1 rnd/lvl	Fort negs	Yes
Hold Person	Holds one person helpless, 1 rnd/lvl	V,S,F	Medium	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes

Mage Spells Cont. Cont.

3	Illusory Script	Only intended reader can decipher	V,S,M	Touch	Weight 10 lb	1 day/level	Will negs	Yes
3	Invisibility Sphere	Everyone within 10 ft invisible	V,S,M	Prsl,touch	10 ft rad sphere	10 min/lvl (D)	Will negs	Yes
3	Keen Edge	Doubles weapon's threat range	V,S	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Yes
3	Lightning Bolt	Electricity deals 1d6 dmg/lvl	V,S,M	Medium	5 ft or 10 ft wide	Instantaneous	Ref half	Yes
3	Major Image	Illusion plus sound, smell, thermal	V,S,F	Long	4 10-ft cubes+1/lvl	Conc + 3 rnds	Will disblf	-
3	Nondetection	Hides subject from scrying & divin.	V,S,M	Touch	Creature or object	1 h/lvl	Will negs	Yes
3	Protection from Elements	Absorb 12 dmg/lvl from energy	V,S	Touch	Creature touched	10 min/lvl	-	Yes
3	Secret Page	Changes page to hide real content	V,S,M	Touch	Up to 3 sq ft in size	Permanent	-	-
3	Sleet Storm	Hampers vision and movement	V,S,M	Long	40 ft, 20 ft high	1 rnd/lvl	Ref part	-
3	Slow	1/lvl only partial actions, -2 AC/att	V,S,M	Close	1 creat/lvl, 30 ft apart	1 rnd/lvl	Will negs	Yes
3	Stinking Cloud	Nauseating vapors, 1 rnd/lvl	V,S,M	Medium	30-ft rad, 20 ft high	1 rnd/lvl	Fort negs	Yes
3	Suggestion	Compels subject to follow	V,M	Close	One living creature	1 h/lvl	Will negs	Yes
3	Summon Monster III	Calls outsiders to fight for you	V,S,F	Close	1 or 1:1d4+1, 2:1d3	1 rnd/lvl (D)	-	-
3	Tongues	Speak any language	V,M	Touch	Creature touched	10 min/lvl	-	-
3	Vampiric Touch	Deals 1d6/2 lvls, caster gains HP	V,S	Touch	1d6/2 lvls, max 10d6	Inst / 1 h	-	Yes
3	Water Breathing	Subjects can breath underwater	V,S,M	Touch	Living creats touched	2 h/lvl	Will negs	Yes
3	Wind Wall	Deflects arrows, small creats, gases	V,S,M	Medium	10/lvl long, 5/lvl high	1 rnd/lvl	-	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
4	Arcane Eye	Floating eye, moves 30ft/rnd	V,S,M	Unlimited	30 ft/rnd or 10 ft/rnd	1 min/lvl	-	-
4	Bestow Curse	-6 abi / -4 att, saves, checks etc.	V,S	Touch	Creature touched	Permanent	Will negs	Yes
4	Charm Monster	Makes monster believe its your ally	V,S	Close	One living creature	1 day/lvl	Will negs	Yes
4	Confusion	Makes behave oddly, 1 rnd/lvl	V,S,M	Medium	All creats 15-ft rad	1 rnd/lvl	Will negs	Yes
4	Contagion	Infects with chosen disease	V,S	Touch	Living creature	Instantaneous	Fort negs	Yes
4	Detect Scrying	Alerts of magical eavesdropping	V,S,M	120 ft	120-ft-rad emanation	24 h	-	-
4	Emotion	Arouses strong emotion in subject	V,S	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes
4	Enervation	Subject gains 1d4 negative levels	V,S	Medium	Negative energy ray	Instantaneous	-	Yes
4	Fear	Subjects within gone flee 1 rnd/lvl	V,S,M	Close	Cone, -2 morale	1 rnd/lvl	Will negs	Yes
4	Fire Shield	Protect, creats attacking take dmg	V,S,M	Personal	Dmg 1d6+1/lvl	1 rnd/lvl (D)	-	-
4	Fire Trap	Opened object deals 1d4+1/lvl	V,S,M	Touch	Object touched	Perm until dischrgd	Ref half	Yes
4	Hallucinatory Terrain	Makes terrain appear like another	V,S,M	Long	One 30-ft cube/lvl	2 h/lvl	Will disblf	-
4	Ice Storm	Hail deals 5d6 dmg in cylinder 40 ft	V,S,M	Long	20-ft rad, 3d6+2d6	Instantaneous	-	Yes
4	Illusory Wall	Wall, floor or ceiling looks real	V,S	Close	1 x 10 x 10 ft	Permanent	Will disblf	-
4	Improved Invisibility	Subject can attack & stay invisible	V,S	Prsl,touch	You or creat touched	1 min/lvl (D)	Will negs	--
4	Lesser Geas	Commands subject 7 HD or less	V	Close	Creat up to 7 HD	1 day/lvl / dischrgd	Will negs	Yes
4	Locate Creature	Indicates direction to familiar creat	V,S,M	Long	Circle 400 ft + 40/lvl	10 min/lvl	-	-
4	Minor Globe of Invulnerability	Stops 1-3 level spell effects	V,S,M	10 ft	10-ft rad spherical	1 rnd/lvl	-	-
4	Phantasmal Killer	Illusion kills subject or 3d6 dmg	V,S	Medium	One living creature	Instantaneous	Will disblf	Yes
4	Rainbow Pattern	Prevent 24 HD creats attacking	S,M,F	Medium	15-ft radius sphere	Conc +1 rnd/lvl (D)	Will negs	Yes
4	Remove Curse	Frees object or person from curse	V,S	Touch	Creat or item touched	Instantaneous	Will negs	Yes
4	Scrying	Spies on subject from a distance	V,S,M,F	Special	Magical sensor	1 min/lvl	-	-
4	Shout	Deafens all within cone, 2d6 dmg	V	Close	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes
4	Solid Fog	Blocks vision and slows movement	V,S,M	Medium	Fog 30-ft rad, 20 high	1 min/lvl	-	-
4	Stoneskin	Gives damage reduction 10/+5	V,S,M	Touch	Takes 10/lvl, max 150	10 min/lvl	Will negs	Yes
4	Summon Monster IV	Calls outsiders to fight for you	V,S,F	Close	4:1,3:1d3,2-1:1d4+1	1 rnd/lvl (D)	-	-
4	Wall of Fire	2d4 dmg out to 10 ft, 1d4 to 20 ft	V,S,M	Medium	20 ft/lvl or 5 ft/2 lvls	Conc + 1 rnd/lvl	Special	Yes
4	Wall of Ice	Wall with 15 HP +1/lvl or can trap	V,S,M	Medium	10 ft sq/lvl or 3+1/lvl	1 min/lvl	Special	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
5	Animal Growth	Animal/2 lvls doubles in size, HD	V,S	Medium	1 animal/2 lvls	1 min/lvl	-	Yes
5	Cloudkill	Kills 1-3 HD, 4-6 HD Fort save / die	V,S	Medium	30 ft wide, dmg 1d10	1 min/lvl	Special	Yes
5	Cone of Cold	1d6 cold damage/lvl (max 15d6)	V,S,M	Close	Cone, dmg 1d6/lvl	Instantaneous	Ref half	Yes

Mage Spells Cont. Cont. Cont.

5	Dominate Person	Controls humanoids telepathically	V,S	Medium	Medium or smaller	1 day/lvl	Will negs	Yes
5	Dream	Sends message to anyone sleeping	V,S	Unlimited	Living creat touched	Special	-	Yes
5	Fabricate	Transform raw material into items	V,S,M	Close	Up to 10 cu ft/lvl	Instantaneous	-	-
5	False Vision	Fools scrying with an illusion	V,S,M	Close	25 ft + 5 ft/2 lvls	1 min/lvl	-	-
5	Feeblemind	Subject's Int drops to 1	V,S,M	Medium	One creat's Int to 1	Instantaneous	Will, spec	Yes
5	Hold Monster	Holds creature helpless	V,S,M	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes
5	Mind Fog	Subjects in fog get -10 Wis / Will	V,S	Medium	Fills 20-ft cube	30 min + 2d6 rnds	Will negs	Yes
5	Mirage Arcana	Make terrain appear like another	V,S	Long	20-ft cube/lvl	Conc + 1 h/lvl (D)	Will disblf	-
5	Nightmare	Sends vision dealing 1d10 damage	V,S	Unlimited	Tired, 1d10 damage	Instantaneous	Will negs	Yes
5	Passwall	Breaches walls 1 ft thick / level	V,S,M	Close	5 x 8 ft, 1 ft/lvl deep	1 h/lvl (D)	-	-
5	Permanency	Makes certain spells permanent	V,S,XP	Special	Special	Special	-	-
5	Persistent Image	Illusion, no concentration required	V,S,F	Long	4 10-ft cubes + 1/lvl	1 min/lvl (D)	Will disblf	-
5	Prying Eyes	1d4 + 1/lvl floating eyes scout	V,S,M	1 mile	1d4 eyes + 1/lvl	1 h/lvl	-	-
5	Seeming	Change appearance, person/2 lvls	V,S	Close	1 person/2 lvls	12 h	Special	Spec
5	Sending	Delivers short message anywhere	V,S,M	Special	One creature	1 round	-	-
5	Stone Shape	Sculpts stone into any form	V,S,M	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-
5	Summon Monster V	Calls outsider to fight for you	V,S,F	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-
5	Wall of Force	Wall is immune to damage	V,S,M	Close	10-ftsq/lv / 1-ft rad/lv	1 min/lvl (D)	-	-
5	Wall of Stone	20 hp/4 levels, can be shaped	V,S,M	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
6	Acid Fog	Fog deals 2d6/rnd acid damage	V,S,M	Medium	Spreads 30 ft, 20 high	1 rnd/lvl	-	Yes
6	Analyze Dweomer	Reveals magical aspects of subject	V,S,F	Close	One obj or creature	1 rnd/lvl (D)	Special	-
6	Antimagick Field	Negates magic within 10 ft	V,S,M	10 ft	10-ft rad emanation	10 min/lvl (D)	-	Spec
6	Chain Lightning	1d6 damage/level, secondary bolts	V,S,F	Long	Primary, secondary/lvl	Instantaneous	Ref half	Yes
6	Circle of Death	Kills 1d4 HD/level	V,S,M	Medium	50-ft radius burst	Instantaneous	Fort negs	Yes
6	Contingency	Sets trigger condition for spell	V,S,M,F	Personal	You	1 day/lvl / dischrgd	-	-
6	Control Water	Raises, lowers or parts water	V,S,M	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	-	-
6	Control Weather	Changes weather in local area	V,S	2 miles	2-mile-rad circle	4d12 hours	-	-
6	Disintegrate	Disintegrates creat/obj or 5d6 dmg	V,S,M	Medium	Ray, 10 ft cube	Instantaneous	Fort part	Yes
6	Eyebite	Charm, fear, sicken or sleep subject	V,S	Close	You	1 rnd/3 lvls	Special	Yes
6	Geas / Quest	Command any creature	V	Close	One living creature	1 day/lvl / dischrgd	-	Yes
6	Globe of Invulnerability	Stops 1-4 level spell effects	V,S,M	10 ft	10-ft-radius sphere	1 rnd/lvl	-	-
6	Greater Dispelling	Greater dispel magic, +20 on check	V,S	Medium	Special	Instantaneous	-	-
6	Guards and Wards	Magic effects protects area	V,S,M,F	Special	Up to 200 sq ft/lvl	2 h/lvl	-	Spec
6	Legend Lore	Learn tales about person, place etc.	V,S,M,F	Personal	You	Special	-	-
6	Mass Haste	Extra partial action, affects 1/lvl	V,S,M	Close	Creat/lvl, 30 ft apart	1 rnd/lvl	Fort negs	Yes
6	Mass Suggestion	Compels subject/lvl to follow	V,M	Medium	Creat/lvl, 30 ft apart	1 h/lvl	Will negs	Yes
6	Mislead	Turns you invisible and creates illus	S	Close	You / illusory double	1 rnd/lvl	Will disblf	-
6	Move Earth	Digs trenches and builds hills	V,S,M	Long	750 ft sq, 10 ft deep	Instantaneous	-	-
6	Permanent Image	Includes sight, sound and smell	V,S,M	Long	20-ft + 10-ft cube/lvl	Permanent (D)	Will disblf	-
6	Programmed Image	Triggered by event	V,S,M	Long	20-ft + 10-ft cube/lvl	Perm / triggered	Will disblf	-
6	Project Image	Illusory double can talk, cast spells	V,S,M	Medium	Shadow duplicate	1 rnd/lvl (D)	Will disblf	-
6	Repulsion	Creatures can't approach you	V,S,F	10 ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will negs	Yes
6	Summon Monster VI	Calls outsider to fight for you	V,S,F	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-
6	True Seeing	See all things as they really are	V,S,M	Touch	Creature touched	1 min/lvl	Will negs	Yes
6	Veil	Change appearance of creatures	V,S	Long	1+ creats, 30 ft apart	Conc +1 h/lvl (D)	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
7	Control Undead	Undead don't attack	V,S,M	Close	2 HD of undead/lvl	1 min/lvl	Will negs	Yes
7	Delayed Blast Fireball	1d6 fire damage/level, delay 5 rnds	V,S,M	Long	20-ft radius spread	Up 5 rounds	Ref half	Yes
7	Finger of Death	Kills one subject or dmg 3d6+1/lvl	V,S	Close	One living creature	Instantaneous	Fort part	Yes
7	Forcecage	Cube of force imprisons all inside	V,S,M	Close	20-ft cube/10-ft cube	2 h/lvl	-	-

Mage Spells Cont. Cont. Cont Cont.

7	Greater Scrying	Spies on subject from a distance	V,S	Special	Magical sensor	1 h/lvl	-	-
7	Insanity	Subject suffer continuous confusion	V,S	Medium	One living creature	Instantaneous	Will negs	Yes
7	Mass Invisibility	Invisibility, affects all in range	V,S,M	Long	180 ft apart	10 min/lvl (D)	-	-
7	Phase Door	Passage through wood or stone	V	Touch	5 x 8 ft, 1 ft deep	1 usage/2 lvls	-	-
7	Plane Shift	1-8 subjects travel to another plane	V,S,F	Touch	1-8 joining hands	Instantaneous	Will negs	Yes
7	Power Word, Stun	Stuns creature up to 150 hp	V	Close	1 creat up to 150 hp	4d4/2d4/1d4 rnds	-	Yes
7	Prismatic Spray	Rays hit with variety of effects	V,S	Close	Cone	Instantaneous	Special	Yes
7	Sequester	Subject invisible to sight & scrying	V,S,M	Touch	Creat or obj touched	1 day/lvl (D)	Will negs	Yes
7	Spell Turning	Reflect 1d4+6 spell levels back	V,S,M	Personal	1d4+6 levels affected	Expend. / 10min/lvl	-	-
7	Summon Monster VII	Calls outsider to fight for you	V,S,F	Close	7:1 6:1d3 1-5:1d4+1	1 rd/lvl (D)	-	-
7	Vision	Learn tales about person,place etc.	VSM,XP	Personal	You	Special	-	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
8	Antipathy	Obj or loc repels certain creatures	V,S,M	Close	Location or object	2 h/lvl	Will part	Yes
8	Demand	Send a message with a suggestion	V,S,M	Special	One creature	1 round	Will part	Yes
8	Discern Location	Exact location of creature of object	V,S	Unlimited	1 creature	Instantaneous	-	-
8	Horrid Wilting	Deals 1d8 dmg/lvl (max 25d8)	V,S,M	Long	Max 60 ft apart	Instantaneous	Fort half	Yes
8	Incendiary Cloud	Cloud deals 4d6 fire damage/round	V,S	Medium	30 ft wide, 20 ft high	1 rd/lvl	Ref half	Yes
8	Mass Charm	Charm creatures, max 30 ft apart	V	Close	HD twice of level	1 day/lvl	Will negs	Yes
8	Mind Blank	Resist mental / emotional magic	V,S	Close	One creature	1 day	Will negs	Yes
8	Power Word, Blind	Blinds 200 hp worth of creatures	V	Close	15-ft rad sphere	P/1d4+1 m/1d4 r	-	Yes
8	Prismatic Wall	Wall's colors have array of effects	V,S	Close	4 ft/lvl wide,2/lvl high	10 min/lvl	Special	Spec
8	Protection from Spells	Confers +8 resistance bonus	VSM,F	Touch	1 creat/4 lvls	10 min/lvl	Will negs	Yes
8	Screen	Hides area from vision, scrying	V,S	Close	30-ft cube/lvl	1 day	Special	-
8	Summon Monster VIII	Calls outsider to fight for you	V,S,F	Close	8:1 7:1d3 1-6:1d4+1	1 rd/lvl (D)	-	-
8	Sunburst	Blinds all within 10 ft, 3d6 dmg	V,S,M	Long	10 ft/lvl radius burst	Instantaneous	Ref half	Yes
8	Symbol	Runes have array of effects	V,S,M	Touch	One symbol	Special	Special	Yes
8	Sympathy	Obj or loc attracts certain creatures	V,S,M	Close	Location or object	2 h/lvl	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
9	Dominate Monster	Control creatures telepathically	V,S	Medium	One creature	1 day/lvl	Will negs	Yes
9	Energy Drain	Subject gains 2d4 negative levels	V,S	Close	Negative energy ray	Instantaneous	-	Yes
9	Foresight	6th sense warns of danger	V,S,M	Prsl,touch	Special	10 min/lvl	-	-
9	Meteor Swarm	Deals 24d6 fire dmg plus bursts	V,S	Long	Dmg 6d6 / 3d6	Instantaneous	-/ Ref half	Yes
9	Power Word, Kill	Kills 1 subject or many below 21 hp	V	Close	1 creat or 15-ft radius	Instantaneous	-	Yes
9	Prismatic Sphere	Surrounds on all sides with effects	V	10 ft	10-ft radius sphere	10 min/lvl	-	Yes
9	Summon Monster IX	Calls outsider to fight for you	V,S,F	Close	9:1 8:1d3 1-7:1d4+1	1 rd/lvl (D)	-	-
9	Temporal Stasis	Subject into suspended animation	V,S,M	Touch	Creature touched	Permanent	-	Yes
9	Wail of the Banshee	Kills one creature/level	V	Close	1 creat/lvl 30-ft rad	Instantaneous	Fort negs	Yes
9	Weird	Illusion kills/deals dmg within 30 ft	V,S	Medium	Max 30 ft apart	Instantaneous	Will disblf	Yes

Mystic Spells

Level	Spell	Description	Range	Target, Effect, Area	Duration	Save	SR
0	Burst of Speed	Creature gains 10 ft/rnd move	Touch	1 creature	1 rnd/lvl	Will negs	Yes
0	Catfall	Fall up to 10', no dmg, land on feet	Self	You	Instantaneous	-	-
0	Daze	Creature loses next action	Close	1 creat up to 4 HD	1 rnd	Will negs	Yes
0	Detect Mysticism	Detects spells and magic items	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-
0	Elfsight	Gain nightvision as an Elf	Personal	Self	1 hr/lvl or will	-	-
0	Find True North	Know which way is True North	Personal	You	10 min/lvl	-	-
0	Finger of Flame	Flame deals 1d3 fire damage	Close	Ray	Instantaneous	-	Yes
0	Flare	Dazzles 1 creature (-1 attack)	Close	Burst of light	Inst (1 min)	Fort negs	Yes
0	Lesser Natural Armor	+1 DR	Personal	Self	2 rnd/lvl, max 10	-	-
0	Light	Object shines like a torch	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-
0	Open / Close	Opens / closes small or light things	Close	Object not locked	Instantaneous	Will negs	Yes
0	Talons	Deals 1d6 unarmed damage	Touch	1 creat in 6 ft	1 rnd/lvl	-	Yes
	Spell	Description	Range	Target, Effect, Area	Duration	Save	SR
1	Attraction	Subject has an attraction you specify	Close	1 creature	1 hr/lvl	Will negs	Yes
1	Bio Feedback	Has 3% chnc/lvl wound dmg to vit	Personal	You	1 min/lvl	-	-
1	Biocurrent	1d4 damage/rnd to up to 2 creat	Close	2 living creatures	Conc, up to 1min/lvl	Fort neg	Yes
1	Bite of the Wolf	Bite does 1d8 damage	Personal	You	1 hr/lvl	-	-
1	Call Weaponry	Call weapon within 50' to hand	Personal	1 unattended weapon	Instantaneous	-	-
1	Combat Precognition	+1 insight bonus to defense	Personal	You	1 hr/lvl	-	-
1	Conceal Thoughts	You conceal your motives	Close	1 living creature	1 hr/lvl	Will negs	Yes
1	Dissipating Touch	Touch deals 1d8 damage	Touch	1 living creature	until discharged	-	Yes
1	Empathy	You know subj. surface emotions	Close	1 living creature	Conc, up to 1min/lvl	Will negs	Yes
1	Expanded Vision	Wider vision	Personal	You	10 min/lvl	-	-
1	Feather Fall	Objects or creatures fall slowly	Close	10-ft-rad, 300 lb/lvl	Land or 1 rnd/lvl	Will negs	Yes
1	Feel Light	Use tactile sense to see	Personal	You	10 min/lvl	-	-
1	Feel Sound	Use tactile sense to hear	Personal	You	10 min/lvl	-	-
1	Firefall	Sparks do 1d4 in 10' radius	Close	10' radius	Instantaneous	Ref half	Yes
1	Hammer	Touch deals 1d8 bludgeoning dmg	Touch	1 creature	until discharged	-	Yes
1	Hear Light	Use auditory sense to see	Personal	You	10 min/lvl	-	-
1	Jump	Subject gains +30 on jump checks	Touch	Creature touched	1 min/lvl (D)	-	Yes
1	Know Location	Know generally where you are	Personal	You	Instantaneous	-	-
1	Lesser Body Adjustment	Heal 1d8, or +1 to Fort save	Personal	You	Instantaneous	-	-
1	Lesser Concussion	Pummel foe for 1d6	Touch	1 creature	until discharged	-	Yes
1	Lesser Magic Weapon	Weapon gains +1 bonus	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes
1	Luminescence	Object sheds soft silver glow	Touch	Object touched	10 min/lvl	-	-
1	Matter Agitation	Heat creature/object to warm temp	Close	2 sq ft of creat/obj	Conc, up to 1min/lvl	-	Yes
1	Mount	Summons riding horse for 2 h/lvl	Close	Light horse or pony	2 h/lvl	-	-
1	Object Reading	5%/lvl to know of an object's past	Touch	1 object	10 min/lvl	-	Yes
1	See Sound	Use Visual sense to hear	Personal	You	10 min/lvl	-	-
1	Skate	Subj. skates along as if on ice	Touch	You, 1 creat, or obj	1 min/lvl	-	-
1	Stomp	Shock waves may cause foes to fall	Close	All in 20' of caster	Instantaneous	Ref neg	-
1	True Strike	Adds +20 to your next attack	Personal	You, +20 to att	1 rnd	-	-
	Spell	Description	Range	Target, Effect, Area	Duration	Save	SR
2	Aversion	Subj. has aversion you specify	Close	1 living creature	1 h/lvl	Will negs	Yes
2	Body Adjustment	Heal 3d6 or 2 temp lost ability pts	Personal	You	Instantaneous	-	-
2	Body Equilibrium	Walk on nonsolid surfaces	Personal	You	1 min/lvl (D)	-	-
2	Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	Touch	Creature touched	1 h/lvl	Will negs	Yes
2	Burning Ray	Fiery blast does 3d6 dmg to foe	Close	1 creature	Instantaneous	-	Yes

Mystic Spells Cont.

2	Cat's Grace	Subject Gains 1d4+1 Dex, 1 h/lvl	Touch	Creature touched	1 h/lvl	-	Yes
2	Chameleon	+10 to Hide checks	Personal	You	10 min/lvl	-	-
2	Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	Special	Magical sensor	1 min/lvl (D)	-	-
2	Claws of the Bear	Unarmed attack does 1d12	Personal	You	1 h/lvl	-	-
2	Combat Prescience	Gain +2 to Defense	Personal	You	1 min/lvl (D)	-	-
2	Concussion	Pummel for 3d6	Medium	1 creature	Instantaneous	Fort half	Yes
2	Continual Flame	Makes a permanent, heatless torch	Touch	Illusory flame	Permanent	-	-
2	Darkvision	See 60 ft in total darkness	Touch	See 60 ft in dark	1 h/lvl	-	Yes
2	Detect Thoughts	Allows "listening" surface thoughts	60 ft	Quarter circle	Conc, 1 min/lvl (D)	Will negs	-
2	Endurance	Gain 1d4+1 Con for 1 h/lvl	Touch	Creature touched	1 h/lvl	-	Yes
2	Glide	Subject glides at 20'/rnd	Touch	Creature touched	1 min/lvl (D)	-	Yes
2	Inflict Pain	Mental attack does 3d6	Long	1 living creature	Conc, up to 5 rnds	Will negs	Yes
2	Sensitivity to Impressions	Find info on item or area's past	Close	25 ft + 5 ft/2 lvls rad	10 min/lvl	-	-
2	Sever the Tie	3d8 damage to Undead	Medium	10 ft radius	Instantaneous	Will negs	-
2	Suggestion	Subj. follows suggested action	Close	1 living creature	1 hr/lvl or complete	Will negs	Yes
2	Sustenance	Go without food or water	Personal	You	Instantaneous	-	-
	Spell	Description	Range	Target, Effect, Area	Duration	Save	SR
3	Bite of the Tiger	Bite does 2d8					
4	Charm Monster	Makes monster believe its your ally	Close	One living creature	1 day/lvl	Will negs	Yes
3	Claws of the Vampire	Deals 1d6/2 lvls, caster gains HP	Touch	1d6/2 lvls, max 10d6	Inst / 1 h	-	Yes
3	Cone of Sound	5d4 sonic damage	60 ft	Cone	Instantaneous	Ref half	Yes
3	Danger Sense	+4 bonus vs traps	Personal	You	1 hr/lvl	-	-
3	Fly	Subject flies at speed of 90	Touch	Creature touched	10 min/lvl	-	Yes
3	Greater Concussion	Pummel for 5d6	Medium	1 creature	Instantaneous	Fort half	Yes
3	Greater Magic Weapon	+1/3 levels, max +5	Close	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes
3	Lesser Domination	Forces subject to obey your will	Close	1 creature	1 rnd/lvl	Will negs	Yes
3	Negate Mentalism	Negates Mentalism effects in area	10 ft	10 ft radius on you	10 min/lvl	-	Yes
3	Nondetection	Hides subj. from Mentalism power	Touch	Creature or object	1 h/lvl	Will negs	Yes
3	Poison Sense	Detect poisoning attempts in 30'	30 ft	30 ft radius on you	10 min/lvl	-	-
3	Schism	Split your mind into 2 indep. Parts	Personal	You	1 rnd/lvl	-	-
3	Ubiquitous Vision	All Around Vision	Personal	You	2 rnd/lvl	-	-
3	Water Breathing	Subjects can breath underwater	Touch	Living creats touched	2 h/lvl	Will negs	Yes
3	Whitefire	5d4 damage in 20' radius	Long	20 ft radius	Instantaneous	Ref half	Yes
	Spell	Description	Range	Target, Effect, Area	Duration	Save	SR
4	Aura Sight	Read other's auras	30 ft	30 ft radius on you	10 min/lvl	-	-
4	Confusion	Makes behave oddly, 1 rnd/lvl	Medium	All creats 15-ft rad	1 rnd/lvl	Will negs	Yes
4	Detect Scrying	Alerts of magical eavesdropping	Personal	You	1 min/lvl	-	-
4	Domination	Subject obeys your will	Medium	1 Med humanoid	1 day/lvl	Will negs	Yes
4	Emotion	Arouses strong emotion in subject	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes
4	Fate of One	Reroll a bad roll	Personal	You	Instantaneous	-	-
4	Fear	Subjects within gone flee 1 rnd/lvl	Close	Cone, -2 morale	1 rnd/lvl	Will negs	Yes
4	Freedom of Movement	Move normally despite impediments	Personal	You	1 min/lvl	-	-
4	Inertial Barrier	Gives damage reduction 10/+5	Touch	Takes 10/lvl,max 150	10 min/lvl	Will negs	Yes
4	Locate Creature	Indicates direction to familiar creat	Long	Circle 400 ft + 40/lvl	10 min/lvl	-	-
4	Mass Concussion	Foes take 7d4 dmg in 20' radius	Medium	20' radius	Instantaneous	Ref half	Yes
4	Mindwipe	Subject's recent memories wiped	Touch	1 living creature	Instantaneous	Fort neg	Yes
4	Natural Armor	Gains +4 defense bonus	Personal	You	1 hr/lvl	-	-
4	Scrying	Spies on subject from a distance	Special	Magical sensor	1 min/lvl	-	-
4	Tailor Memory	False memories implanted	Touch	1 living creature	Instantaneous	Will negs	Yes

Mystic Spells Cont. Cont

	Spell	Description	Range	Target, Effect, Area	Duration	Save	SR
5	Adapt Body	Adapt to hostile environments	Personal	You	1 hr/lvl	-	-
5	Brilliant Blast	9d4 damage in 20' radius	Long	20' radius	Instantaneous	Ref half	Yes
5	Dream	Sends message to anyone sleeping	Unlimited	Living creat touched	Special	-	Yes
5	False Vision	Fools scrying with an illusion	Close	25 ft + 5 ft/2 lvls	1 min/lvl	-	-
5	Feeblemind	Subject's Int drops to 1	Medium	One creat's Int to 1	Instantaneous	Will, spec	Yes
5	Greater Domination	Subject obeys your will	Medium	1 Med humanoid	2 days/lvl	Will negs	Yes
5	Hold Monster	Holds creature helpless	Medium	1 living creature	1 rnd/lvl (D)	Will negs	Yes
5	Mind Probe	Discover Subj. deepest secrets	Close	1 living creature	1min	Fort neg	Yes
5	Nightmare	Sends vision dealing 1d10 damage	Unlimited	Tired, 1d10 damage	Instantaneous	Will negs	Yes
5	Power Resistance	Subject gains Will +12 vs Mentalism	Touch	1 living creature	1 min/lvl	Will negs	Yes
5	Psychic Vampire	Drain 2PP/level, you gain	Touch	1 living creature	1 rnd/lvl (D)	Fort neg	Yes
5	Sending	Delivers short message anywhere	Special	One creature	1 round	-	-
5	True Seeing	See all things as they really are	Touch	Creature touched	1 min/lvl	Will negs	Yes
	Spell	Description	Range	Target, Effect, Area	Duration	Save	SR
6	Aura Alteration	Change aura to seem otherwise	Medium	1 living creature	10 min/lvl (D)	Will negs	Yes
6	Breath of the Dragon	Breathe fire for 11d4 damage	Close	Cone	Instantaneous	Ref half	Yes
6	Flaming Shroud	Encased for takes 11d6 fire damage	Medium	1 living creature	Instantaneous	Ref half	Yes
6	Greater Biocurrent	4d6 dmg/rnd to up to 4 creatures	Close	4 cr. In 15' of each oth	Conc, up to 1min/lvl	Fort neg	Yes
6	Improved Fly	Subject flies at speed of 180	Personal	You	1 h/lvl	-	-
6	Mass Suggestion	Compels subject/lvl to follow	Medium	Creat/lvl, 30 ft apart	1 h/lvl	Will negs	Yes
6	Null Mentalism Field	Negates Mentalism within 10 ft	10 ft	10-ft rad emanation	10 min/lvl (D)	-	Spec
6	Shield of Prudence	+6 Bonus to Defense	Personal	You	1 h/lvl	-	-
6	Suspend Life	Your life functions slow to near stop	Personal	You	Instantaneous	-	-
	Spell	Description	Range	Target, Effect, Area	Duration	Save	SR
7	Greater Scrying	Spies on subject from a distance	Special	Magical sensor	1 h/lvl	-	-
7	Insanity	Subject suffer continuous confusion	Medium	One living creature	Instantaneous	Will negs	Yes
7	Mass Domination	Many targets subject to your will	Medium	1 creat/lvl within 30'	1 h/lvl	Will negs	Yes
7	Reddopsi	Reflect 1d4+6 spell levels back	Personal	1d4+6 levels affected	Expend. / 10min/lvl	-	-
7	True Concussion	Pummel foe for 13d6 damage	Medium	1 living creature	Instantaneous	Ref half	Yes
7	Ultrablast	Mental scream does 13d4 to all in 15'	Medium	15' radius burst	Instantaneous	will half	Yes
	Spell	Description	Range	Target, Effect, Area	Duration	Save	SR
8	Demand	Send a message with a suggestion	Special	One creature	1 round	Will part	Yes
8	Fatal Attraction	Subj. can be given deadly urges	Medium	1 living creature	Instantaneous	Fort neg	Yes
8	Hypercognition	You can deduce almost anything	Personal	You	Instantaneous	-	-
8	Mind Blank	Immune to mental/emotional magic	Close	One creature	1 day	Will negs	Yes
8	Screen	Hides area from vision, scrying	Close	30-ft cube/lvl	1 day	Special	-
8	True Domination	Dominated subj. less likely to resist	Medium	1 creat, -10 Will	1 day	Will negs	Yes
	Spell	Description	Range	Target, Effect, Area	Duration	Save	SR
9	Affinity Field	Effects on you effect others	20 ft	20' radius on you	10 min	-	Yes
9	Confidante	You and another share perm. Link	-	You and 1 other	Indefinite	Will negs	Yes
9	Detonation	Pummel for 17d6 damage	Medium	1 living creature	Instantaneous	-	Yes
9	Dominate Monster	Control creatures telepathically	Medium	One creature	1 day/lvl	Will negs	Yes
9	Mind Destruction	Kills one creature/level	Close	1 creat/lvl 30-ft rad	Instantaneous	Fort negs	Yes

Ranger Spells

Level	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
0	Create Water	Creates 2 gallons/lvl of pure water	V,S	Close	Up to 2 gallons/lvl	Instantaneous	-	-
0	Detect Poison	Detects poison in creature or object	V,S	Close	Creat,obj or 5-ft cube	Instantaneous	-	-
0	Know Direction	You discern North	V,S	Personal	You	Instantaneous	-	-
0	Mending	Makes minor repairs on an obj	V,S	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes
0	Purify Food and Drink	Purifies 1 cu ft/lvl of food or water	V,S	10 ft	1 cu ft/lvl	Instantaneous	Will negs	Yes
0	Resistance	Subject gains +1 on saves	V,S,DF	Touch	Creature touched	1 min	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
1	Alarm	Wards an area for 2 h/lvl	V,S,DF	Close	25-ft-rad emanation	2 h/lvl (D)	-	-
1	Animal Friendship	Permanent animal companions	V,S,M	Close	One animal	Instantaneous	Will negs	Yes
1	Delay Poison	Stops poison from harming subject	V,S,DF	Touch	Creature touched	1 h/lvl	Fort negs	Yes
1	Detect Animals or Plants	Detects special animals or plant	V,S	Long	Quarter circle	Conc,10 min/lvl (D)	-	-
1	Detect Snares and Pits	Reveals natural or primitive traps	V,S	60 ft	Quarter circle	Conc,10 min/lvl (D)	-	-
1	Entangle	Plants entangle in 40-ft rad circle	V,S,DF	Long	40-ft radius spread	1 min/lvl	Ref	-
1	Magic Fang	1 natural weapon gets +1 att/dmg	V,S,DF	Touch	Creature touched	1 min/lvl	Will negs	Yes
1	Pass without Trace	1 subject/level leaves no tracks	V,S,DF	Touch	1 creat/lvl touched	10 min/lvl	Will negs	Yes
1	Read Magic	Read scrolls and spellbooks	V,S,F	Personal	You, 250 words/min	10 min/lvl	-	-
1	Resist Elements	Ignores 12 dmg/rnd from element	V,S,DF	Touch	Creature touched	1 min/lvl	-	Yes
1	Speak with Animals	Communicate with natural animals	V,S	Personal	You	1 min/lvl	-	-
1	Summon Nature's Ally I	Calls creature to fight	V,S,DF	Close	1 summoned creature	1 rnd/lvl (D)	-	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
2	Animal Messenger	Sens a tiny animal to specific place	V,S,M	Close	One Tiny animal	1 day/lvl	-	Yes
2	Cure Light Wounds	Cures 1d8+1/lvl (max +5)	V,S	Touch	Creature touched	Instantaneous	Will half	Yes
2	Hold Animal	Holds one animal helpless, 1 rnd/lvl	V,S	Medium	One animal	1 rnd/lvl (D)	Will negs	Yes
2	Protection from Elements	Absorb 12 dmg/lvl from energy	V,S	Touch	Creature touched	10 min/lvl	-	Yes
2	Snare	Creates magical booby trap	V,S,DF	Touch	Vine, rope or thong	Until triggered	-	-
2	Speak with Plants	Talk to normal plants / plant creats	V,S	Personal	You	1 min/lvl	-	-
2	Summon Nature's Ally II	Calls creature to fight	V,S,DF	Close	2:1, 1:1d3	1 rnd/lvl (D)	-	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
3	Control Plants	Talk and control plants and fungi	V,S,DF	Close	Within 25+5 ft/2 lvls	1 min/lvl	Will negs	-
3	Cure Moderate Wounds	Cures 2d8+1/lvl (max +10)	V,S	Touch	Creature touched	Instantaneous	Will half	Yes
3	Diminish Plants	Reduces size of plants	V,S,DF	Special	Special	Instantaneous	-	-
3	Greater Magic Fang	Weapon gets +1 att/dmg per 3 lvls	V,S,DF	Close	One living creature	1 h/lvl	Will negs	Yes
3	Neutralize Poison	Detoxifies venom in or on subject	V,S,M	Touch	Creat / obj 1 cu ft/lvl	Instantaneous	Will negs	Yes
3	Plant Growth	Grows vegetation, improves crops	V,S,DF	Special	Special	Instantaneous	-	-
3	Remove Disease	Cures all diseases affecting subject	V,S	Touch	Creature touched	Instantaneous	Fort negs	Yes
3	Summon Nature's Ally III	Calls creature to fight	V,S,DF	Close	3:1 2:1d3 1:1d4+1	1 rnd/lvl (D)	-	-
3	Tree Shape	You look exactly like tree, 1 h/lvl	V,S,DF	Personal	You	1 h/lvl (D)	-	-
3	Water Walk	Subject treads on water as if solid	V,S,DF	Touch	Touched creat/lvl	10 min/lvl	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
4	Cure Serious Wounds	Cures 3d8+1/lvl (max +15)	V,S	Touch	Creature touched	Instantaneous	Will half	Yes
4	Freedom of Movement	Subject move despite impediments	VSM,DF	Prsl,touch	You or creat touched	10 min/lvl	-	-
4	Nondetection	Hides subject from scrying & divin.	V,S,M	Touch	Creature or object	1 h/lvl	Will negs	Yes
4	Summon Nature's Ally IV	Calls creature to fight	V,S,DF	Close	4:1 3:1d3 1-2:1d4+1	1 rnd/lvl (D)	-	-
4	Tree Stride	Step from tree to another far away	V,S,DF	Personal	You	1 h/lvl / expanded	-	-
4	Wind Wall	Deflects arrows, small creats, gases	V,S,DF	Medium	10/lvl long,5/lvl high	1 rnd/lvl	-	Yes

Level	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
0	Arcane Mark	Inscribes a personal rune	V,S	Touch	Rune or mark	Permanent	-	-
0	Dancing Lights	Figment torches or other lights	V,S	Medium	Within 10 ft-rad area	1 min	Will disblf	-
0	Daze	Creature loses next action	V,S,M	Close	1 creat up to 4 HD	1 rnd	Will negs	Yes
0	Detect Magic	Detects spells and magic items	V,S	60 ft	Quarter circle	Conc, 1 min/lvl (D)	-	-
0	Detect Poison	Detects poison in creature/object	V,S	Close	Creat,obj or 5 ft cube	Instantaneous	-	-
0	Disrupt Undead	Deals 1d6 damage to 1 undead	V,S	Close	Ray	Instantaneous	-	Yes
0	Flare	Dazzles 1 creature (-1 attack)	V	Close	Burst of light	Inst (1 min)	Fort negs	Yes
0	Ghost Sound	Figment sounds	V,S,M	Close	Noise of 4/lvl (20)	1 rnd/lvl	Will disblf	-
0	Light	Object shines like a torch	V,M	Touch	Light in 20-ft rad	10 min/lvl (D)	-	-
0	Mage Hand	5-lbs telekinesis	V,S	Close	Move 15 ft	Concentrate	-	-
0	Mending	Makes minor repairs on an object	V,S	10 ft	Object up to 1 lbs	Instantaneous	Will negs	Yes
0	Open / Close	Opens / closes small or light things	V,S,F	Close	Object not locked	Instantaneous	Will negs	Yes
0	Prestidigitation	Performs minor tricks	V,S	10 ft	Lift 1 lbs etc. tricks	1 h	-	-
0	Ray of Frost	Ray deals 1d3 cold damage	V,S	Close	Ray	Instantaneous	-	Yes
0	Read Magic	Read scrolls and spellbooks	V,S,F	Personal	You, 250 words/min	10 min/lvl	-	-
0	Resistance	Subject gains +1 on saves	V,S,M	Touch	Creature touched	1 min	Will negs	Yes
Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR	
1	Alarm	Wards an area for 2 h/lvl	V,S,F	Close	25-ft-rad emanation	2 h/lvl (D)	-	-
1	Animate Rope	Rope moves at your command	V,S	Medium	1 ropelike object	1 rnd/lvl	-	-
1	Burning Hands	1d4 fire dmg/lvl (max 5d4)	V,S	10 ft	Semicircle 10 ft long	Instantaneous	Ref half	Yes
1	Cause Fear	One creature flees for 1d4 rnds	V,S	Close	-2 to att/dmg/saves	1d4 rnds	Will negs	Yes
1	Change Self	Changes your appearance	V,S	Personal	You, 1 ft size change	10 min/lvl (D)	-	-
1	Charm Person	Makes one person your friend	V,S	Close	1 person	1 h/lvl	Will negs	Yes
1	Chill Touch	1 touch/lvl deals 1d6 dmg	V,S	Touch	Creates touched, 1/lvl	Instantaneous	Fort part	Yes
1	Color Spray	Knocks unconscious etc. 1d6 creates	V,S,M	Close	Cone	Instantaneous	Will negs	Yes
1	Comprehend Languages	Understands all languages	V,S,M	Personal	You, 250 words/min	10 min/lvl	-	-
1	Detect Secret Doors	Reveals hidden doors within 60 ft	V,S	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-
1	Detect Undead	Reveals undead within 60 ft	V,S,M	60 ft	Quarter circle	Conc, 1min/lvl (D)	-	-
1	Endure Elements	Ignores 5 dmg/rnd from element	V,S	Touch	Creature touched	24 h	-	Yes
1	Erase	Mundane or magical writing vanish	V,S	Close	1 scroll or 2 pages	Instantaneous	Special	-
1	Expeditious Retreat	Doubles your speed	V,S	Personal	You, speed/jump x2	1 min/lvl (D)	-	-
1	Feather Fall	Objects or creatures fall slowly	V	Close	10-ft-rad, 300 lb/lvl	Land or 1 rnd/lvl	Will negs	Yes
1	Grease	Makes 10-ft square or obj slippery	V,S,M	Close	Obj or 10ft x 10ft sq	1 rnd/lvl (D)	Special	-
1	Hold Portal	Holds door shut	V	Medium	20 sq ft/lvl	1 min/lvl	-	-
1	Hypnotism	Fascinates 2d4 HD of creats	V,S	Close	Max 30 ft apart	2d4 rnds (D)	Will negs	Yes
1	Identify	Determines feature of magic item	V,S,M	Touch	1 touched obj/lvl	Instantaneous	-	-
1	Jump	Subject gains +30 on jump checks	V,S,M	Touch	Creature touched	1 min/lvl (D)	-	Yes
1	Mage Armor	Give subject +4 armor bonus	V,S,F	Touch	Creature touched	1 h/lvl (D)	Will negs	Yes
1	Magic Missile	1d4+1vl dmg, +1 missile lvls 3,5,7,9	V,S	Medium	Max 15 ft apart	Instantaneous	-	Yes
1	Magic Weapon	Weapon gains +1 bonus	V,S,F	Touch	+1 att/dmg	1 min/lvl	Will negs	Yes
1	Message	Whispered conversation at distance	V,S,F	Medium	1 creature/lvl	10 min/lvl	-	-
1	Mount	Summons riding horse for 2 h/lvl	V,S,M	Close	Light horse or pony	2 h/lvl	-	-
1	Obscuring Mist	Fog surrounds you	V,S	30 ft	Cloud spreads 30 ft	1 min/lvl	-	-
1	Protection from Chaos / Evil / Good / Law	+2 AC and saves etc.	V,S,M	Touch	Creature touched	1 min/lvl	Will negs	-
1	Ray of Enfeeblement	Reduces Str by 1d6+1/2lvls	V,S	Close	Ray, max penalty -5	1 min/lvl	Fort negs	Yes
1	Shield	Disc covers, blocks magic missiles	V,S	Personal	¾ cover	1 min/lvl (D)	-	-
1	Shocking Grasp	Touch delivers 1d8+1/lvl electricity	V,S	Touch	+3 att if wears metal	Until discharged	-	Yes
1	Silent Image	Creates minor illus of your design	V,S,F	Long	4 10-ft cubes+1/lvl	Concentrate	Will disblf	-
1	Sleep	Put 2d4 HD of creats into slumber	V,S,M	Medium	Within 15 ft-rad burst	1 min/lvl	Will negs	Yes
1	Summon Monster I	Calls outsider to fight for you	V,S,F	Close	Summoned creature	1 rnd/lvl (D)	-	-
1	True Strike	Adds +20 to your next attack	V,F	Personal	You, +20 to att	1 rnd	-	-
1	Ventriloquism	Throws voice for 1 min/lvl	V,F	Close	Usually speech	1 min/lvl (D)	Will disblf	-

Sorcerer Spells Cont.

	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
2	Alter Self	Changes appearance	V,S	Personal	You, +10 disguise	10 min/lvl (D)	-	-
2	Arcane Lock	Magically locks a portal or chest	V,S,M	Touch	Size 30 sq ft/lvl	Permanent	-	-
2	Blindness / Deafness	Makes subject blind or deaf	V	Medium	Living creature	Permanent (D)	Fort negs	Yes
2	Blur	Attacks miss subject 20%	V	Touch	½ concealment	1 min/lvl	Will negs	Yes
2	Bull's Strength	Subject gains 1d4+1 Str, 1 h/lvl	V,S,M	Touch	Creature touched	1 h/lvl	Will negs	Yes
2	Cat's Grace	Subject Gains 1d4+1 Dex, 1 h/lvl	V,S,M	Touch	Creature touched	1 h/lvl	-	Yes
2	Continual Flame	Makes a permanent, heatless torch	V,S,M	Touch	Illusory flame	Permanent	-	-
2	Darkness	20-ft rad of supernatural darkness	V,M	Touch	Obj, 20-ft radius	10 min/lvl (D)	-	-
2	Darkvision	See 60 ft in total darkness	V,S,M	Touch	See 60 ft in dark	1 h/lvl	-	Yes
2	Daylight	60-ft rad of bright light	V,S	Touch	Obj, 60-ft radius	10 min/lvl	-	-
2	Detect Thoughts	Allows "listening" surface thoughts	V,S,F	60 ft	Quarter circle	Conc, 1 min/lvl (D)	Will negs	-
2	Endurance	Gain 1d4+1 Con for 1 h/lvl	V,S	Touch	Creature touched	1 h/lvl	-	Yes
2	Flaming Sphere	Ball of fire, 2d6 dmg, lasts 1 rnd/lvl	V,S,M	Medium	Moves 30 ft, 2d6 dmg	1 rnd/lvl	Ref negs	Yes
2	Fog Cloud	Fog obscures vision	V,S	Medium	Spreads 30-ft rad	10 min/lvl	-	-
2	Ghoul Touch	Paralyzes one subject	V,S,M	Touch	Stench 10-ft rad	1d6+2 rnds	Fort negs	Yes
2	Glitterdust	Blinds creatures, outline invisible	V,S,M	Medium	Within 10 ft spread	1 rnd/lvl	Will negs	Yes
2	Hypnotic Pattern	Fascinates 2d4+1 HD/lvl creats	S,M	Medium	15 ft-rad spread	Conc +2 rnds	Will negs	Yes
2	Invisibility	Invisible 10 min/lvl or until attacks	V,S,M	Prsl,touch	Weight 100 lb/lvl	10 min/lvl (D)	Will negs	Yes
2	Knock	Open locked or magic sealed doors	V	Medium	Up to 10 sq ft/lvl	Instantaneous	-	-
2	Locate Object	Senses direction toward obj	V,S,F	Long	Rad 400 ft + 40 ft/lvl	1 min/lvl	-	-
2	Magic Mouth	Speaks once when triggered	V,S,M	Close	Creature or object	Perm until dischrgd	Will negs	Yes
2	Minor Image	Minor illusion with some sound	V,S,F	Long	4 10-ft cubes + 1/lvl	Conc +2 rounds	Will disblf	-
2	Mirror Image	Duplicates of you (1d4 + 1/3 lvls)	V,S	Personal	1d4 + 1/3 lvls, max 8	1 min/lvl	-	-
2	Misdirection	Misleads divinations for obj or creat	V,S	Close	Size 10-ft cube	1 h/lvl	Will negs	-
2	Obscure Object	Mask object against divination	V,S,M	Touch	Up to 100 lb/lvl	8 hours	Will negs	Yes
2	Protection from Arrows	Subject immune to most ranged attacks	V,S,F	Touch	Dmg reduction 10/+1	10 min/lvl	Will negs	Yes
2	Pyrotechnics	Fire into blinding light or smoke	V,S,M	Long	Up to 20-ft cube	1d4+1 rnds	Special	Spec
2	Resist Elements	Ignores 12 dmg/rnd from element	V,S	Touch	Creature touched	1 min/lvl	-	Yes
2	Scare	Panics creatures up to 5 HD	V,S,M	Medium	All creatures 15-ft rad	1 rnd/lvl	Will negs	Yes
2	See Invisibility	Reveals invisible creatures or objs	V,S,M	Medium	Cone	10 min/lvl (D)	-	-
2	Shatter	Sonic vibration damages objects	V,S,M	Close	3-ft rad, 1 lb/lvl	Instantaneous	Special	Yes
2	Summon Monster II	Calls outsiders to fight for you	V,S,F	Close	1 or 1:1d3	1 rnd/lvl (D)	-	-
2	Summon Swarm	Swarm of crawling or flying creats	V,S,M	Close	Dmg 1 / 1d4+1/3 lvls	Conc + 2 rnds	-	-
2	Web	Fills 10-ft cube/lvl with sticky webs	V,S,M	Medium	20 ft rad spread	10 min/lvl	Ref negs	Yes
2	Whispering Wind	Sends a message 1 mile/lvl	V,S	1 mile/lvl	10-ft-rad spread	Until dest or 1 h/lvl	-	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
3	Blink	Randomly vanish and reappear	V,S	Personal	You	1 rnd/lvl (D)	-	-
3	Clairaudience / Clairvoyance	Hear or see at a distance, 1 min/lvl	V,S,F	Special	Magical sensor	1 min/lvl (D)	-	-
3	Dispel Magic	Cancels magical spells and effects	V,S	Medium	Special	Instantaneous	-	-
3	Displacement	Attacks miss subject 50%	V,M	Touch	Creature touched	1 rnd/lvl	Will negs	Yes
3	Explosive Runes	Deals 6d6 damage when read	V,M	Touch	Max 10lb obj touched	Until dischrgd (D)	Special	Yes
3	Fireball	1d6 dmg/lvl, 20-ft rad spread	V,S,M	Long	1d6/lvl, max 10d6	Instantaneous	Ref half	Yes
3	Flame Arrow	Projectiles or bolts (4d6 dmg)	V,S,M	Medium	Proj/lvl or bolt/4 lvls	1 rnd / inst	-, Ref half	Yes
3	Fly	Subject flies at speed of 90	V,S,F	Touch	Creature touched	10 min/lvl	-	Yes
3	Gentle Repose	Preserves one corpse	V,S,M	Touch	Corpse touched	1 day/lvl	Will negs	Yes
3	Greater Magic Weapon	+1/3 levels, max +5	V,S,M	Close	Weapon or 50 proj.	1 hour/lvl	Will negs	Yes
3	Gust Of Wind	Blows away or knows down creats	V,S,F	Medium	10 ft wide, 10 ft high	1 rnd	Fort negs	Yes
3	Halt Undead	Immobilizes undead for 1 rnd/lvl	V,S,M	Medium	1-3 undead	1 rnd/lvl	Special	Yes
3	Haste	Extra partial action, +4 AC	V,S,M	Close	One creature	1 rnd/lvl	Fort negs	Yes
3	Hold Person	Holds one person helpless, 1 rnd/lvl	V,S,F	Medium	Med-size or smaller	1 rnd/lvl (D)	Will negs	Yes

SORCERER Spells Cont. Cont.

3	Illusory Script	Only intended reader can decipher	V,S,M	Touch	Weight 10 lb	1 day/level	Will negs	Yes
3	Invisibility Sphere	Everyone within 10 ft invisible	V,S,M	Prsl,touch	10 ft rad sphere	10 min/lvl (D)	Will negs	Yes
3	Keen Edge	Doubles weapon's threat range	V,S	Close	Weapon or 50 proj.	10 min/lvl (D)	Will negs	Yes
3	Lightning Bolt	Electricity deals 1d6 dmg/lvl	V,S,M	Medium	5 ft or 10 ft wide	Instantaneous	Ref half	Yes
3	Major Image	Illusion plus sound, smell, thermal	V,S,F	Long	4 10-ft cubes+1/lvl	Conc + 3 rnds	Will disblf	-
3	Nondetection	Hides subject from scrying & divin.	V,S,M	Touch	Creature or object	1 h/lvl	Will negs	Yes
3	Protection from Elements	Absorb 12 dmg/lvl from energy	V,S	Touch	Creature touched	10 min/lvl	-	Yes
3	Secret Page	Changes page to hide real content	V,S,M	Touch	Up to 3 sq ft in size	Permanent	-	-
3	Sleet Storm	Hampers vision and movement	V,S,M	Long	40 ft, 20 ft high	1 rnd/lvl	Ref part	-
3	Slow	1/lvl only partial actions, -2 AC/att	V,S,M	Close	1 creat/lvl, 30 ft apart	1 rnd/lvl	Will negs	Yes
3	Stinking Cloud	Nauseating vapors, 1 rnd/lvl	V,S,M	Medium	30-ft rad, 20 ft high	1 rnd/lvl	Fort negs	Yes
3	Suggestion	Compels subject to follow	V,M	Close	One living creature	1 h/lvl	Will negs	Yes
3	Summon Monster III	Calls outsiders to fight for you	V,S,F	Close	1 or 1:1d4+1, 2:1d3	1 rnd/lvl (D)	-	-
3	Tongues	Speak any language	V,M	Touch	Creature touched	10 min/lvl	-	-
3	Vampiric Touch	Deals 1d6/2 lvls, caster gains HP	V,S	Touch	1d6/2 lvls, max 10d6	Inst / 1 h	-	Yes
3	Water Breathing	Subjects can breath underwater	V,S,M	Touch	Living creats touched	2 h/lvl	Will negs	Yes
3	Wind Wall	Deflects arrows, small creats, gases	V,S,M	Medium	10/lvl long, 5/lvl high	1 rnd/lvl	-	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
4	Arcane Eye	Floating eye, moves 30ft/rnd	V,S,M	Unlimited	30 ft/rnd or 10 ft/rnd	1 min/lvl	-	-
4	Bestow Curse	-6 abi / -4 att, saves, checks etc.	V,S	Touch	Creature touched	Permanent	Will negs	Yes
4	Charm Monster	Makes monster believe its your ally	V,S	Close	One living creature	1 day/lvl	Will negs	Yes
4	Confusion	Makes behave oddly, 1 rnd/lvl	V,S,M	Medium	All creats 15-ft rad	1 rnd/lvl	Will negs	Yes
4	Contagion	Infects with chosen disease	V,S	Touch	Living creature	Instantaneous	Fort negs	Yes
4	Detect Scrying	Alerts of magical eavesdropping	V,S,M	120 ft	120-ft-rad emanation	24 h	-	-
4	Emotion	Arouses strong emotion in subject	V,S	Medium	All creats 15-ft rad	Concentrate	Will negs	Yes
4	Enervation	Subject gains 1d4 negative levels	V,S	Medium	Negative energy ray	Instantaneous	-	Yes
4	Fear	Subjects within cone flee 1 rnd/lvl	V,S,M	Close	Cone, -2 morale	1 rnd/lvl	Will negs	Yes
4	Fire Shield	Protect, creats attacking take dmg	V,S,M	Personal	Dmg 1d6+1/lvl	1 rnd/lvl (D)	-	-
4	Fire Trap	Opened object deals 1d4+1/lvl	V,S,M	Touch	Object touched	Perm until dischrtd	Ref half	Yes
4	Hallucinatory Terrain	Makes terrain appear like another	V,S,M	Long	One 30-ft cube/lvl	2 h/lvl	Will disblf	-
4	Ice Storm	Hail deals 5d6 dmg in cylinder 40 ft	V,S,M	Long	20-ft rad, 3d6+2d6	Instantaneous	-	Yes
4	Illusory Wall	Wall, floor or ceiling looks real	V,S	Close	1 x 10 x 10 ft	Permanent	Will disblf	-
4	Improved Invisibility	Subject can attack & stay invisible	V,S	Prsl,touch	You or creat touched	1 min/lvl (D)	Will negs	--
4	Lesser Geas	Commands subject 7 HD or less	V	Close	Creat up to 7 HD	1 day/lvl / dischrtd	Will negs	Yes
4	Locate Creature	Indicates direction to familiar creat	V,S,M	Long	Circle 400 ft + 40/lvl	10 min/lvl	-	-
4	Minor Globe of Invulnerability	Stops 1-3 level spell effects	V,S,M	10 ft	10-ft rad spherical	1 rnd/lvl	-	-
4	Phantasmal Killer	Illusion kills subject or 3d6 dmg	V,S	Medium	One living creature	Instantaneous	Will disblf	Yes
4	Rainbow Pattern	Prevent 24 HD creats attacking	S,M,F	Medium	15-ft radius sphere	Conc +1 rnd/lvl (D)	Will negs	Yes
4	Remove Curse	Frees object or person from curse	V,S	Touch	Creat or item touched	Instantaneous	Will negs	Yes
4	Scrying	Spies on subject from a distance	V,S,M,F	Special	Magical sensor	1 min/lvl	-	-
4	Shout	Deafens all within cone, 2d6 dmg	V	Close	Cone, 2d6 rnds deaf	Instantaneous	Fort part	Yes
4	Solid Fog	Blocks vision and slows movement	V,S,M	Medium	Fog 30-ft rad, 20 high	1 min/lvl	-	-
4	Stoneskin	Gives damage reduction 10/+5	V,S,M	Touch	Takes 10/lvl, max 150	10 min/lvl	Will negs	Yes
4	Summon Monster IV	Calls outsiders to fight for you	V,S,F	Close	4:1,3:1d3,2:1d4+1	1 rnd/lvl (D)	-	-
4	Wall of Fire	2d4 dmg out to 10 ft, 1d4 to 20 ft	V,S,M	Medium	20 ft/lvl or 5 ft/2 lvls	Conc + 1 rnd/lvl	Special	Yes
4	Wall of Ice	Wall with 15 HP +1/lvl or can trap	V,S,M	Medium	10 ft sq/lvl or 3+1/lvl	1 min/lvl	Special	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
5	Animal Growth	Animal/2 lvls doubles in size, HD	V,S	Medium	1 animal/2 lvls	1 min/lvl	-	Yes
5	Cloudkill	Kills 1-3 HD, 4-6 HD Fort save / die	V,S	Medium	30 ft wide, dmg 1d10	1 min/lvl	Special	Yes
5	Cone of Cold	1d6 cold damage/lvl (max 15d6)	V,S,M	Close	Cone, dmg 1d6/lvl	Instantaneous	Ref half	Yes
5	Dominate Person	Controls humanoids telepathically	V,S	Medium	Medium or smaller	1 day/lvl	Will negs	Yes
5	Dream	Sends message to anyone sleeping	V,S	Unlimited	Living creat touched	Special	-	Yes
5	Fabricate	Transform raw material into items	V,S,M	Close	Up to 10 cu ft/lvl	Instantaneous	-	-

Sorcerer Spells Cont. Cont. Cont.

5	False Vision	Fools scrying with an illusion	V,S,M	Close	25 ft + 5 ft/2 lvls	1 min/lvl	-	-
5	Feeblemind	Subject's Int drops to 1	V,S,M	Medium	One creat's Int to 1	Instantaneous	Will, spec	Yes
5	Hold Monster	Holds creature helpless	V,S,M	Medium	One living creature	1 rnd/lvl (D)	Will negs	Yes
5	Mind Fog	Subjects in fog get -10 Wis / Will	V,S	Medium	Fills 20-ft cube	30 min + 2d6 rnds	Will negs	Yes
5	Mirage Arcana	Make terrain appear like another	V,S	Long	20-ft cube/lvl	Conc + 1 h/lvl (D)	Will disblf	-
5	Nightmare	Sends vision dealing 1d10 damage	V,S	Unlimited	Tired, 1d10 damage	Instantaneous	Will negs	Yes
5	Passwall	Breaches walls 1 ft thick / level	V,S,M	Close	5 x 8 ft, 1 ft/lvl deep	1 h/lvl (D)	-	-
5	Permanency	Makes certain spells permanent	V,S,XP	Special	Special	Special	-	-
5	Persistent Image	Illusion, no concentration required	V,S,F	Long	4 10-ft cubes + 1/lvl	1 min/lvl (D)	Will disblf	-
5	Prying Eyes	1d4 + 1/lvl floating eyes scout	V,S,M	1 mile	1d4 eyes + 1/lvl	1 h/lvl	-	-
5	Seeming	Change appearance, person/2 lvls	V,S	Close	1 person/2 lvls	12 h	Special	Spec
5	Sending	Delivers short message anywhere	V,S,M	Special	One creature	1 round	-	-
5	Stone Shape	Sculpts stone into any form	V,S,M	Touch	10 cu ft + 1 cu ft/lvl	Instantaneous	-	-
5	Summon Monster V	Calls outsider to fight for you	V,S,F	Close	5:1 4:1d3 1-3:1d4+1	1 rnd/lvl (D)	-	-
5	Wall of Force	Wall is immune to damage	V,S,M	Close	10-ftsq/lv / 1-ft rad/lv	1 min/lvl (D)	-	-
5	Wall of Stone	20 hp/4 levels, can be shaped	V,S,M	Medium	Area up to 5-ft sq/lvl	Instantaneous	Special	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
6	Acid Fog	Fog deals 2d6/rnd acid damage	V,S,M	Medium	Spreads 30 ft, 20 high	1 rnd/lvl	-	Yes
6	Analyze Dweomer	Reveals magical aspects of subject	V,S,F	Close	One obj or creature	1 rnd/lvl (D)	Special	-
6	Antimagical Field	Negates magic within 10 ft	V,S,M	10 ft	10-ft rad emanation	10 min/lvl (D)	-	Spec
6	Chain Lightning	1d6 damage/level, secondary bolts	V,S,F	Long	Primary, secondary/lvl	Instantaneous	Ref half	Yes
6	Circle of Death	Kills 1d4 HD/level	V,S,M	Medium	50-ft radius burst	Instantaneous	Fort negs	Yes
6	Contingency	Sets trigger condition for spell	V,S,M,F	Personal	You	1 day/lvl / dischrgd	-	-
6	Control Water	Raises, lowers or parts water	V,S,M	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	-	-
6	Control Weather	Changes weather in local area	V,S	2 miles	2-mile-rad circle	4d12 hours	-	-
6	Disintegrate	Disintegrates creat/obj or 5d6 dmg	V,S,M	Medium	Ray, 10 ft cube	Instantaneous	Fort part	Yes
6	Eyebite	Charm, fear, sicken or sleep subject	V,S	Close	You	1 rnd/3 lvls	Special	Yes
6	Geas / Quest	Command any creature	V	Close	One living creature	1 day/lvl / dischrgd	-	Yes
6	Globe of Invulnerability	Stops 1-4 level spell effects	V,S,M	10 ft	10-ft-radius sphere	1 rnd/lvl	-	-
6	Greater Dispelling	Greater dispel magic, +20 on check	V,S	Medium	Special	Instantaneous	-	-
6	Guards and Wards	Magic effects protects area	V,S,M,F	Special	Up to 200 sq ft/lvl	2 h/lvl	-	Spec
6	Legend Lore	Learn tales about person, place etc.	V,S,M,F	Personal	You	Special	-	-
6	Mass Haste	Extra partial action, affects 1/lvl	V,S,M	Close	Creat/lvl, 30 ft apart	1 rnd/lvl	Fort negs	Yes
6	Mass Suggestion	Compels subject/lvl to follow	V,M	Medium	Creat/lvl, 30 ft apart	1 h/lvl	Will negs	Yes
6	Mislead	Turns you invisible and creates illus	S	Close	You / illusory double	1 rnd/lvl	Will disblf	-
6	Move Earth	Digs trenches and builds hills	V,S,M	Long	750 ft sq, 10 ft deep	Instantaneous	-	-
6	Permanent Image	Includes sight, sound and smell	V,S,M	Long	20-ft + 10-ft cube/lvl	Permanent (D)	Will disblf	-
6	Programmed Image	Triggered by event	V,S,M	Long	20-ft + 10-ft cube/lvl	Perm / triggered	Will disblf	-
6	Project Image	Illusory double can talk, cast spells	V,S,M	Medium	Shadow duplicate	1 rnd/lvl (D)	Will disblf	-
6	Repulsion	Creatures can't approach you	V,S,F	10 ft/lvl	10-ft rad/lvl	1 rnd/lvl (D)	Will negs	Yes
6	Summon Monster VI	Calls outsider to fight for you	V,S,F	Close	6:1 5:1d3 1-4:1d4+1	1 rnd/lvl (D)	-	-
6	True Seeing	See all things as they really are	V,S,M	Touch	Creature touched	1 min/lvl	Will negs	Yes
6	Veil	Change appearance of creatures	V,S	Long	1+ creats, 30 ft apart	Conc +1 h/lvl (D)	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
7	Control Undead	Undead don't attack	V,S,M	Close	2 HD of undead/lvl	1 min/lvl	Will negs	Yes
7	Delayed Blast Fireball	1d6 fire damage/level, delay 5 rnds	V,S,M	Long	20-ft radius spread	Up 5 rounds	Ref half	Yes
7	Finger of Death	Kills one subject or dmg 3d6+1/lvl	V,S	Close	One living creature	Instantaneous	Fort part	Yes
7	Forcecage	Cube of force imprisons all inside	V,S,M	Close	20-ft cube/10-ft cube	2 h/lvl	-	-
7	Greater Scrying	Spies on subject from a distance	V,S	Special	Magical sensor	1 h/lvl	-	-
7	Insanity	Subject suffer continuous confusion	V,S	Medium	One living creature	Instantaneous	Will negs	Yes

Sorcerer Spells Cont. Cont. Cont. Cont.

7	Mass Invisibility	Invisibility, affects all in range	V,S,M	Long	180 ft apart	10 min/lvl (D)	-	-
7	Phase Door	Passage through wood or stone	V	Touch	5 x 8 ft, 1 ft deep	1 usage/2 lvls	-	-
7	Plane Shift	1-8 subjects travel to another plane	V,S,F	Touch	1-8 joining hands	Instantaneous	Will negs	Yes
7	Power Word, Stun	Stuns creature up to 150 hp	V	Close	1 creat up to 150 hp	4d4/2d4/1d4 rnds	-	Yes
7	Prismatic Spray	Rays hit with variety of effects	V,S	Close	Cone	Instantaneous	Special	Yes
7	Sequester	Subject invisible to sight & scrying	V,S,M	Touch	Creat or obj touched	1 day/lvl (D)	Will negs	Yes
7	Spell Turning	Reflect 1d4+6 spell levels back	V,S,M	Personal	1d4+6 levels affected	Expend. / 10min/lvl	-	-
7	Summon Monster VII	Calls outsider to fight for you	V,S,F	Close	7:1 6:1d3 1-5:1d4+1	1 rnd/lvl (D)	-	-
7	Vision	Learn tales about person,place etc.	VSM,XP	Personal	You	Special	-	-
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
8	Antipathy	Obj or loc repels certain creatures	V,S,M	Close	Location or object	2 h/lvl	Will part	Yes
8	Demand	Send a message with a suggestion	V,S,M	Special	One creature	1 round	Will part	Yes
8	Discern Location	Exact location of creature of object	V,S	Unlimited	1 creature	Instantaneous	-	-
8	Horrid Wilting	Deals 1d8 dmg/lvl (max 25d8)	V,S,M	Long	Max 60 ft apart	Instantaneous	Fort half	Yes
8	Incendiary Cloud	Cloud deals 4d6 fire damage/round	V,S	Medium	30 ft wide, 20 ft high	1 rnd/lvl	Ref half	Yes
8	Mass Charm	Charm creatures, max 30 ft apart	V	Close	HD twice of level	1 day/lvl	Will negs	Yes
8	Mind Blank	Resist mental / emotional magic	V,S	Close	One creature	1 day	Will negs	Yes
8	Power Word, Blind	Blinds 200 hp worth of creatures	V	Close	15-ft rad sphere	P/1d4+1 m/1d4 r	-	Yes
8	Prismatic Wall	Wall's colors have array of effects	V,S	Close	4 ft/lvl wide,2/lvl high	10 min/lvl	Special	Spec
8	Protection from Spells	Confers +8 resistance bonus	VSM,F	Touch	1 creat/4 lvls	10 min/lvl	Will negs	Yes
8	Screen	Hides area from vision, scrying	V,S	Close	30-ft cube/lvl	1 day	Special	-
8	Summon Monster VIII	Calls outsider to fight for you	V,S,F	Close	8:1 7:1d3 1-6:1d4+1	1 rnd/lvl (D)	-	-
8	Sunburst	Blinds all within 10 ft, 3d6 dmg	V,S,M	Long	10 ft/lvl radius burst	Instantaneous	Ref half	Yes
8	Symbol	Runes have array of effects	V,S,M	Touch	One symbol	Special	Special	Yes
8	Sympathy	Obj or loc attracts certain creatures	V,S,M	Close	Location or object	2 h/lvl	Will negs	Yes
	Spell	Description	Comp	Range	Target, Effect, Area	Duration	Save	SR
9	Dominate Monster	Control creatures telepathically	V,S	Medium	One creature	1 day/lvl	Will negs	Yes
9	Energy Drain	Subject gains 2d4 negative levels	V,S	Close	Negative energy ray	Instantaneous	-	Yes
9	Foresight	6th sense warns of danger	V,S,M	Prsl,touch	Special	10 min/lvl	-	-
9	Meteor Swarm	Deals 24d6 fire dmg plus bursts	V,S	Long	Dmg 6d6 / 3d6	Instantaneous	- / Ref half	Yes
9	Power Word, Kill	Kills 1 subject or many below 21 hp	V	Close	1 creat or 15-ft radius	Instantaneous	-	Yes
9	Prismatic Sphere	Surrounds on all sides with effects	V	10 ft	10-ft radius sphere	10 min/lvl	-	Yes
9	Summon Monster IX	Calls outsider to fight for you	V,S,F	Close	9:1 8:1d3 1-7:1d4+1	1 rnd/lvl (D)	-	-
9	Temporal Stasis	Subject into suspended animation	V,S,M	Touch	Creature touched	Permanent	-	Yes
9	Wail of the Banshee	Kills one creature/level	V	Close	1 creat/lvl 30-ft rad	Instantaneous	Fort negs	Yes
9	Weird	Illusion kills/deals dmg within 30 ft	V,S	Medium	Max 30 ft apart	Instantaneous	Will disblf	Yes

Monsters of Middle Earth

Name:	Lvl	Def	DR	V	W	Melee	Missile	Notes
Bandit	1	11	1	0	8	+2	+2	No armor, shield
Bandit	3	15	3	12	12	+5	+5	Leather, Shield
Bandit	5	19	5	26	14	+7	+7	Ring, Shield
Bandit Leader	4	17	6	24	16	+6	+6	Studded, Shield
Bandit Leader	6	21	7	42	16	+8/+3	+8/+3	Scale, Shield, 10% magic
Bandit Leader	8	24	7	54	16	+10/+5	+10/+5	Chain, Shield, 25% magic
Orc	1	11	4	0	11	+3	+3	Leather, Shield
Orc	3	15	5	21	11	+5	+5	Ring, Shield
Orc	5	19	6	35	13	+7	+7	Scale, Shield, 10% magic
Orc	7	23	7	49	15	+9/+4	+9/+4	Chain, Shield, 25% magic
Orc	9	27	10	63	18	+11/+6	+11/+6	Platemail, shield, 50% magic
Warg	5	12	3		40	+7 bite x2	+7 bite x2	1d8+5
Warg	8	18	3		50	+10 bitex2	+10 bitex2	1d10+5
Troll, Hill	10	9	7		50	+14/+9	+14/+9	2 slams +14, rock 2d6+7, slam 1d4+7
Wight, minor	10	14	10		80	+10/+5	+10/+5	fear 15'R, norm weap brk, +4 dmg, paralysis
Wight, lesser	15	20	10		120	+15/+10/+5	+15/+10/+5	fear 30'R, norm weap brk, +4 dmg, paralysis
Wight, major	20	25	10		160	+20/+15/+10/+5	+20/+15/+10/+5	fear 60'R, norm weap brk, +4 dmg, paralysis

