

Conjurer's Spellbook

Believe

Casting Time: 1 round
Casting Range: 60'
Saving Throw: none
Spell Duration: 1 turn
Area of Effect: one creature

The target creature will completely believe what the caster says is true. If the caster lies or attempts to deceive the target creature in any way, the spell is instantly dispelled and the creature is aware of the deception. After the spell duration ends, the creature will still know that what was said while the spell was active was the truth, but it may be wary of additional statements made outside the influence of the spell.

Blessed Weapon

Casting Time: swift
Casting Range: touch
Saving Throw: Divine
Spell Duration: 1 round
Area of Effect: one magical object that may be used as a weapon

The weapon temporarily becomes "good" aligned. Abilities of the weapon will benefit the forces of good and harm the forces of evil. For example, a sword that deals double damage to good creatures will deal double damage to evil creatures instead. Intelligent objects may get a saving throw.

Bow of the Ram

Casting Time: Swift
Casting Range: touch
Saving Throw: none
Spell Duration: 1 round
Area of Effect: one bow

Arrows shot from the bow during the round are imbued with the power of the ram. A successful hit against a creature deals normal damage, but of type bludgeoning instead of piercing. In addition, if the creature is not firmly tethered to its location, it will be knocked backward a number of feet per hit determined by the creature's weight:

| | |
|-----------------|----------------|
| < 10 lbs | = 25' |
| 10 to 50 lbs | = 15' |
| 51 to 250 lbs | = 10' |
| 251 to 1000 lbs | = 5' |
| > 1000 lbs | = no knockback |

Double all knockback distances if the creature is airborne or on a slippery surface like ice. Non-corporeal creatures are unaffected by the knockback. If a creature is knocked backward into another creature or object, additional damage may be dealt based on the type of collision as determined by the DM, i.e. being driven back into sharp spikes would cause extra damage. Ram arrows are also proficient at damaging structures. If an arrow scores a successful hit against an inanimate object, it deals structural damage equivalent to a strength 20 fighter wielding a war hammer.

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Bow of Seeking

Casting Time: 1 round
Casting Range: touch
Saving Throw: none
Spell Duration: 1 turn
Area of Effect: one bow

Arrows shot from the bow curve around barriers (i.e. around corners, over walls, etc.) and seek out targets. Since the targets are hidden, if there is more than one creature in the path, determine targets randomly among all creatures present. The DM may decide that certain creatures have a higher chance of being targeted due to factors like size and location (arrows generally seek the easiest target to hit). Each successful "to hit" roll has a 50% chance that it will miss the target despite the fact that the roll was successful. The shooter rolls all "to hit" rolls as normal and then flips a coin for each successful roll to determine if the arrow actually hit a target. When shooting towards a "T" in a hallway, the shooter can angle the shot to control which direction the arrow turns.

Bow of the Sting Ray

Casting Time: 1 round
Casting Range: touch
Saving Throw: none
Spell Duration: 1 round per level
Area of Effect: one bow

Arrows shot from the bow fly through liquid the same way they fly through the air. This spell has no verbal component and may be cast when the caster is underwater.

Bug

Casting Time: 1 round
Casting Range: 60 feet
Saving Throw: secular
Spell Duration: 1 turn/level
Area of Effect: one creature

The caster chooses a target creature. A tiny, flying insect is conjured and attempts to unobtrusively attach itself to the target creature. The creature gets a -3 on its save if it is moderately distracted, -6 if it is heavily distracted (i.e. in a group with noise and movement), and -9 if it is engaged in combat or other vigorous activity. It may also get minuses to save if it is very large, unintelligent, or unlikely to notice tiny creatures. It may get bonuses if the opposite is true. A successful save means the bug was swatted away or otherwise diverted from its target. If the save fails, the bug is safely hidden away in the target creature's clothes, hair, fur, etc. The caster gains no sensory perception from the bug, but he is constantly aware of its location regardless of distance for the duration of the spell. The spell can target objects as well, but the bug will not stay attached to non-living objects for long (duration = 1 round per level) and they may get a saving throw. Spells that prevent scrying will disable the bug while they are in effect.

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Conjure Army

Casting Time: 1 turn

Casting Range: 500 feet

Saving Throw: none

Spell Duration: 1 day

Area of Effect: one army

By means of this spell, the caster conjures a unit of dwarven warrior women, ready to take the field of battle. This spell will be primarily used for Witenagemot, although it may be applicable during big battles in the campaign. It can be cast only once per week and requires the sacrifice of 5,000 gold worth of magical items to cast. The dwarven warriors are equivalent to a unit of Warmaster hammerers.

Conjurer's Spellbook

Conjure Dirt Monster

Casting Time: 1 round


Casting Range: 60 feet

Saving Throw: none

Spell Duration: 1 day

Area of Effect: one monster

By means of this spell, the caster conjures one dirt monster.

| Dirt Monster | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------------------------------|-----------|-------------|---------|----------------|------|---|-----|-----------------|------------|---|---------------------|----------------|---|--------------|-------------|-------|------------|-----------|-------------------------|---|---|---|-----|--------------|-----|---|--|--------|----------------------------------|--|--|-------------|------|--|--|--------------|------|--|--|-----------|------|--|--|--|
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Strength</td> <td style="width: 10%;">18</td> <td style="width: 20%;">Alignment</td> <td style="width: 10%;">Neutral</td> </tr> <tr> <td>Dexterity</td> <td>13</td> <td>Hit Dice</td> <td>16</td> </tr> <tr> <td>Constitution</td> <td>13</td> <td>Size</td> <td>Large</td> </tr> <tr> <td>Talent</td> <td>13</td> <td>Movement</td> <td>6</td> </tr> <tr> <td>Piety</td> <td>13</td> <td>Exp Value</td> <td>6400</td> </tr> <tr> <td colspan="4"> </td> </tr> <tr> <td>Intelligence</td> <td colspan="3">Low</td> </tr> <tr> <td>Vision</td> <td colspan="3">Normal, Infravision, Ultravision</td> </tr> <tr> <td>Lang Spoken</td> <td colspan="3">None</td> </tr> <tr> <td>Lang Written</td> <td colspan="3">None</td> </tr> <tr> <td>Lang Read</td> <td colspan="3">None</td> </tr> </table> | Strength | 18 | Alignment | Neutral | Dexterity | 13 | Hit Dice | 16 | Constitution | 13 | Size | Large | Talent | 13 | Movement | 6 | Piety | 13 | Exp Value | 6400 | | | | | Intelligence | Low | | | Vision | Normal, Infravision, Ultravision | | | Lang Spoken | None | | | Lang Written | None | | | Lang Read | None | | |  |
| Strength | 18 | Alignment | Neutral | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dexterity | 13 | Hit Dice | 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Constitution | 13 | Size | Large | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Talent | 13 | Movement | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Piety | 13 | Exp Value | 6400 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Intelligence | Low | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Vision | Normal, Infravision, Ultravision | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Spoken | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Written | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Read | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2">Standard Attacks</td> </tr> <tr> <td style="padding-left: 20px;">Fist</td> <td style="text-align: right;">2d10</td> </tr> <tr> <td style="padding-left: 20px;">Chunk of Earth</td> <td style="text-align: right;">8d8</td> </tr> <tr> <td colspan="2">Special Attacks</td> </tr> <tr> <td style="padding-left: 20px;">Chunk of earth.</td> <td style="text-align: right;">See below.</td> </tr> </table> | Standard Attacks | | Fist | 2d10 | Chunk of Earth | 8d8 | Special Attacks | | Chunk of earth. | See below. | <table style="width: 100%; border-collapse: collapse;"> <tr> <td>Combat Chart</td> <td style="text-align: right;">Fighter</td> </tr> <tr> <td>HP Recovery</td> <td style="text-align: right;">1 pt / 3 hrs</td> </tr> <tr> <td>Armor Class</td> <td style="text-align: right;">2</td> </tr> <tr> <td>Absorption</td> <td style="text-align: right;">10%</td> </tr> <tr> <td colspan="2">Special Defenses</td> </tr> <tr> <td colspan="2" style="text-align: center;">Cannot be harmed by some weapons and spells. See below.</td> </tr> </table> | Combat Chart | Fighter | HP Recovery | 1 pt / 3 hrs | Armor Class | 2 | Absorption | 10% | Special Defenses | | Cannot be harmed by some weapons and spells. See below. | | | | | | | | | | | | | | | | | | | | | | | |
| Standard Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Fist | 2d10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Chunk of Earth | 8d8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Chunk of earth. | See below. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Combat Chart | Fighter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HP Recovery | 1 pt / 3 hrs | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Armor Class | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Absorption | 10% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Defenses | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cannot be harmed by some weapons and spells. See below. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td>Caster's Chart</td> <td style="text-align: center;">None</td> </tr> <tr> <td>SP Recovery</td> <td style="text-align: center;">None</td> </tr> <tr> <td>Spellbook</td> <td style="text-align: center;">None</td> </tr> </table> | Caster's Chart | None | SP Recovery | None | Spellbook | None | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">1st</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">2nd</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">3rd</td> <td style="text-align: center;">0</td> </tr> </table> | 1st | 0 | 2nd | 0 | 3rd | 0 | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">4th</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">5th</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">6th</td> <td style="text-align: center;">0</td> </tr> </table> | 4th | 0 | 5th | 0 | 6th | 0 | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">7th</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">8th</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">9th</td> <td style="text-align: center;">0</td> </tr> </table> | 7th | 0 | 8th | 0 | 9th | 0 | | | | | | | | | | | | | | | | | | |
| Caster's Chart | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SP Recovery | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Spellbook | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1st | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2nd | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3rd | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>All elementals are creatures that are brought into being by some sort of summoning. As such, they generally need to be controlled. Failure to do so will bring the wrath of the elemental upon the summoner. Dirt monsters are immune to earth-based spells such as earthquake. In addition, they cannot be harmed by any mundane weapon. Dirt monsters may travel under the surface, appearing from the ground at any time. Once each encounter, an earth elemental can throw a large chunk of earth up to 60 feet and strike all targets within 10 feet. When a dirt monster is killed, it explodes. All creatures within a 10' radius must save or be blinded for 1d6 rounds.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Conjurer's Spellbook

Dirt Monster

| | | | | | | | | | | | | | | | | | | | | |
|--------------|---|----|----|----|----|----|-----|------|-----|-----|-----|-----|-----|----|----|----|----|----|----|-----|
| To Hit Chart | +3 to hand-held for strength +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | |
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| T | VS | S | M | L | VL | H | Med | Long | 10% | 25% | 50% | 75% | 90% | | | | | | | |
| -9 | -6 | -3 | 0 | 0 | 0 | +3 | -2 | -5 | -2 | -4 | -6 | -8 | -10 | | | | | | | |

| | | | | | | | | | | | | | | | | | | | | | |
|--------------|---|------|------|------|------|------|------|------|---|---|---|--|--|--|--|--|--|--|--|--|--|
| Damage Chart | +6 to hand-held for strength +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | | |
| # | Type of Attack | T | VS | S | M | L | VL | H | S | M | L | | | | | | | | | | |
| 2 | Fist | 2d10 | 2d10 | 2d10 | 2d10 | 2d10 | 2d10 | 2d10 | | | | | | | | | | | | | |
| 1 | Chunk of Earth | 8d8 | 8d8 | 8d8 | 8d8 | 8d8 | 8d8 | 8d8 | 2 | 4 | 6 | | | | | | | | | | |
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|---------------|--|----|----|----|----|----|----|----|----|----|-------------------------------|----|----|----|----|----|----|----|----|--|
| Saving Throws | +0 to divine spells for piety +0 to secular spells for talent | | | | | | | | | | +0 to poison for constitution | | | | | | | | | |
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 10 | 11 | 11 | 12 | 12 | |
| 13 | 13 | 14 | 14 | 15 | 15 | 16 | 16 | 17 | 17 | 18 | 18 | 19 | 19 | 20 | 20 | 21 | 21 | 22 | 22 | |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | |

| | | | | | | |
|-------------------------|-----------|------|--------------|------|---------------|------|
| Adventuring Percentages | Hearing | 50 % | Fumbling | 52 % | Tracking Out | 90 % |
| | Smell | 50 % | Surprise | 80 % | Tracking In | 20 % |
| | Sight | 30 % | Hiding | 60 % | Evasion Out | 80 % |
| | Taste | 5 % | Conceal Move | 40 % | Evasion In | 50 % |
| | Strength | 72 % | Silent Move | 30 % | Swimming | 0 % |
| | Endurance | 52 % | Flying | 0 % | Riding Mounts | 0 % |

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Conjure Doppelganger

Casting Time: 1 round


Casting Range: 60 feet

Saving Throw: none

Spell Duration: 1 day

Area of Effect: one monster

By means of this spell, the caster conjures one standard doppelganger. The doppelganger responds to simple orders. The natural form of this doppelganger is a wizened Yoda-like creature.

| Doppelganger | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|-------------------------|----------------|-----------|---------|-----------|-----|------------------------|---|---|------|---|---------------------|--------|----------------|-------------|--------------|-----------|-------------|-----------|------|------------|----|-----|-------------------------|---|------|--------------------------------|--|--------|---------------------|--|--|-------------|--------|--|--|--------------|--------|--|--|-----------|--------|--|--|---|
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Strength</td> <td style="width: 10%;">13</td> <td style="width: 20%;">Alignment</td> <td style="width: 10%;">Neutral</td> </tr> <tr> <td>Dexterity</td> <td>13</td> <td>Hit Dice</td> <td>4</td> </tr> <tr> <td>Constitution</td> <td>13</td> <td>Size</td> <td>Medium</td> </tr> <tr> <td>Talent</td> <td>13</td> <td>Movement</td> <td>9</td> </tr> <tr> <td>Piety</td> <td>13</td> <td>Exp Value</td> <td>4000</td> </tr> <tr> <td colspan="4"> </td> </tr> <tr> <td>Intelligence</td> <td colspan="3">High</td> </tr> <tr> <td>Vision</td> <td colspan="3">Normal, Infravision</td> </tr> <tr> <td>Lang Spoken</td> <td colspan="3">Common</td> </tr> <tr> <td>Lang Written</td> <td colspan="3">Common</td> </tr> <tr> <td>Lang Read</td> <td colspan="3">Common</td> </tr> </table> | Strength | 13 | Alignment | Neutral | Dexterity | 13 | Hit Dice | 4 | Constitution | 13 | Size | Medium | Talent | 13 | Movement | 9 | Piety | 13 | Exp Value | 4000 | | | | | Intelligence | High | | | Vision | Normal, Infravision | | | Lang Spoken | Common | | | Lang Written | Common | | | Lang Read | Common | | |  |
| Strength | 13 | Alignment | Neutral | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dexterity | 13 | Hit Dice | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Constitution | 13 | Size | Medium | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Talent | 13 | Movement | 9 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Piety | 13 | Exp Value | 4000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Intelligence | High | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Vision | Normal, Infravision | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Spoken | Common | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Written | Common | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Read | Common | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2">Standard Attacks</td> </tr> <tr> <td style="padding-left: 20px;">Fist</td> <td style="text-align: right;">1d12</td> </tr> <tr> <td colspan="2"> </td> </tr> <tr> <td colspan="2">Special Attacks</td> </tr> <tr> <td colspan="2" style="padding-left: 20px;">Able to polymorph to any humanoid creature.</td> </tr> </table> | Standard Attacks | | Fist | 1d12 | | | Special Attacks | | Able to polymorph to any humanoid creature. | | <table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2">Combat Chart</td> <td style="text-align: right;">Fighter</td> </tr> <tr> <td>HP Recovery</td> <td style="text-align: right;">1 pt / 3 hrs</td> <td></td> </tr> <tr> <td>Armor Class</td> <td style="text-align: right;">5</td> <td></td> </tr> <tr> <td>Absorption</td> <td style="text-align: right;">0%</td> <td></td> </tr> <tr> <td colspan="2">Special Defenses</td> <td></td> </tr> <tr> <td colspan="2" style="padding-left: 20px;">Immune to mind control spells.</td> <td></td> </tr> </table> | Combat Chart | | Fighter | HP Recovery | 1 pt / 3 hrs | | Armor Class | 5 | | Absorption | 0% | | Special Defenses | | | Immune to mind control spells. | | | | | | | | | | | | | | | | | | |
| Standard Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Fist | 1d12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Able to polymorph to any humanoid creature. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Combat Chart | | Fighter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HP Recovery | 1 pt / 3 hrs | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Armor Class | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Absorption | 0% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Defenses | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Immune to mind control spells. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Caster's Chart</td> <td style="width: 10%;">None</td> <td style="width: 10%;">1st</td> <td style="width: 10%;">0</td> <td style="width: 10%;">4th</td> <td style="width: 10%;">0</td> <td style="width: 10%;">7th</td> <td style="width: 10%;">0</td> </tr> <tr> <td>SP Recovery</td> <td>None</td> <td>2nd</td> <td>0</td> <td>5th</td> <td>0</td> <td>8th</td> <td>0</td> </tr> <tr> <td>Spellbook</td> <td>None</td> <td>3rd</td> <td>0</td> <td>6th</td> <td>0</td> <td>9th</td> <td>0</td> </tr> </table> | Caster's Chart | None | 1st | 0 | 4th | 0 | 7th | 0 | SP Recovery | None | 2nd | 0 | 5th | 0 | 8th | 0 | Spellbook | None | 3rd | 0 | 6th | 0 | 9th | 0 | <p>These bipedal creatures are of mutable form so that they are able to shape themselves into the likeness of any humanoid creature of medium size which they observe. Having become the double for the person they attempt to do away with that victim and assume its place. If unable to do this, the doppelganger will simply attack, counting on the confusion engendered to make it indistinguishable from the creature it is mimicking. A doppelganger actually forms itself into the likeness of the clothing and equipment of the imitated creature as well as the physical features thereof.</p> | | | | | | | | | | | | | | | | | | | | |
| Caster's Chart | None | 1st | 0 | 4th | 0 | 7th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SP Recovery | None | 2nd | 0 | 5th | 0 | 8th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Spellbook | None | 3rd | 0 | 6th | 0 | 9th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Conjurer's Spellbook

Doppelganger

| | | | | | | | | | | | | | | | | | | | | |
|--------------|------------------------------|---|----|----|----|----|-----|------|-----|-----|-----|-----|-----|----|----|----|----|----|----|-----|
| To Hit Chart | +0 to hand-held for strength | | | | | | | | | | | | | | | | | | | |
| | +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | |
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| T | VS | S | M | L | VL | H | Med | Long | 10% | 25% | 50% | 75% | 90% | | | | | | | |
| -6 | -3 | 0 | 0 | 0 | +3 | +6 | -2 | -5 | -2 | -4 | -6 | -8 | -10 | | | | | | | |

| | | | | | | | | | | | | | | | | | | | | | |
|--------------|------------------------------|------|------|------|------|------|------|------|---|---|---|--|--|--|--|--|--|--|--|--|--|
| Damage Chart | +0 to hand-held for strength | | | | | | | | | | | | | | | | | | | | |
| | +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | | |
| # | Type of Attack | T | VS | S | M | L | VL | H | S | M | L | | | | | | | | | | |
| 2 | Fist | 1d12 | 1d12 | 1d12 | 1d12 | 1d12 | 1d12 | 1d12 | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |
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|---------------|---------------------------------|----|----|----|----|----|----|----|----|----|-------------------------------|----|----|----|----|----|----|----|----|--|
| Saving Throws | +0 to divine spells for piety | | | | | | | | | | +0 to poison for constitution | | | | | | | | | |
| | +0 to secular spells for talent | | | | | | | | | | | | | | | | | | | |
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| 8 | 9 | 9 | 10 | 11 | 11 | 12 | 12 | 13 | 13 | 14 | 14 | 15 | 15 | 16 | 16 | 17 | 17 | 18 | 18 | |
| 19 | 19 | 20 | 20 | 21 | 21 | 22 | 22 | 23 | 23 | 24 | 24 | 25 | 25 | 26 | 26 | 27 | 27 | 28 | 28 | |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | |

| | | | | | | |
|-------------------------|-----------|------|--------------|------|---------------|------|
| Adventuring Percentages | Hearing | 30 % | Fumbling | 52 % | Tracking Out | 20 % |
| | Smell | 30 % | Surprise | 80 % | Tracking In | 20 % |
| | Sight | 30 % | Hiding | 90 % | Evasion Out | 60 % |
| | Taste | 20 % | Conceal Move | 80 % | Evasion In | 50 % |
| | Strength | 52 % | Silent Move | 80 % | Swimming | 0 % |
| | Endurance | 52 % | Flying | 0 % | Riding Mounts | 10 % |

Conjurer's Spellbook

Conjure Insect Swarm

Casting Time: 1 round

Casting Range: 100 feet + 10 feet per level

Saving Throw: secular

Spell Duration: 1 round per level

Area of Effect: up to 5 foot per level radius sphere

When this spell is cast, a huge swarm of insects is conjured. The insects cannot be killed by standard melee attacks due to their large quantity and tiny size, however, area of effect damage will easily wipe out the insects. A saving throw indicates that a creature within the area of effect was able to dodge out of the way (if possible) for half damage and avoiding special effects. Any creature moving through the area for the rest of the spell duration will be attacked each round they are in the area, save to halve damage and avoid special effects. The type of insect is specified at the time the spell is cast.

Spiders

Bite: 1d4 damage per caster level.

Web: Cover creatures in sticky web, force of strength check is required to move as per the Web spell. (note: If there are no walls or ceilings in the area, flying creatures are unaffected.)

Bees

Sting: 1d8 damage per caster level.

Fireflies

Dazzle: Blindness for the round.

Conjurer's Spellbook

Conjure Lillends of the Scribe

Casting Time: 1 round

Casting Range: 60 feet


Saving Throw: none

Spell Duration: 1 round per level

Area of Effect: one or more monsters

By means of this spell, the caster conjures one or more lillends of the scribe.

Lillend of the Scribe

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---------------------|-----------|------------|---------|-----------|----|----------|---|--------------|----|------|------------|--------|----|----------|------|-------|----|-----------|-----|--|--|--|--|--------------|------|--|--|--------|---------------------|--|--|-------------|--------|--|--|--------------|--------|--|--|-----------|--------|--|--|--|
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Strength</td> <td style="width: 15%;">10</td> <td style="width: 15%;">Alignment</td> <td style="width: 15%;">Neutral</td> </tr> <tr> <td>Dexterity</td> <td>18</td> <td>Hit Dice</td> <td>1</td> </tr> <tr> <td>Constitution</td> <td>16</td> <td>Size</td> <td>Very Small</td> </tr> <tr> <td>Talent</td> <td>18</td> <td>Movement</td> <td>9/18</td> </tr> <tr> <td>Piety</td> <td>18</td> <td>Exp Value</td> <td>500</td> </tr> <tr> <td colspan="4"> </td> </tr> <tr> <td>Intelligence</td> <td colspan="3">High</td> </tr> <tr> <td>Vision</td> <td colspan="3">Normal, Infravision</td> </tr> <tr> <td>Lang Spoken</td> <td colspan="3">Common</td> </tr> <tr> <td>Lang Written</td> <td colspan="3">Common</td> </tr> <tr> <td>Lang Read</td> <td colspan="3">Common</td> </tr> </table> | Strength | 10 | Alignment | Neutral | Dexterity | 18 | Hit Dice | 1 | Constitution | 16 | Size | Very Small | Talent | 18 | Movement | 9/18 | Piety | 18 | Exp Value | 500 | | | | | Intelligence | High | | | Vision | Normal, Infravision | | | Lang Spoken | Common | | | Lang Written | Common | | | Lang Read | Common | | |  |
| Strength | 10 | Alignment | Neutral | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dexterity | 18 | Hit Dice | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Constitution | 16 | Size | Very Small | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Talent | 18 | Movement | 9/18 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Piety | 18 | Exp Value | 500 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Intelligence | High | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Vision | Normal, Infravision | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Spoken | Common | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Written | Common | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Read | Common | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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|--|------------------|--|--------|-----|-----------|-----|-----------------|--|---|--------------|---------|-------------|--------------|-------------|---|------------|----|------------------|--|
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2">Standard Attacks</td> </tr> <tr> <td style="width: 15%;">Dagger</td> <td style="width: 15%;">1d4</td> </tr> <tr> <td>Short Bow</td> <td>1d6</td> </tr> <tr> <td colspan="2">Special Attacks</td> </tr> </table> | Standard Attacks | | Dagger | 1d4 | Short Bow | 1d6 | Special Attacks | | <table style="width: 100%; border-collapse: collapse;"> <tr> <td>Combat Chart</td> <td style="text-align: right;">Fighter</td> </tr> <tr> <td>HP Recovery</td> <td style="text-align: right;">1 pt / 2 hrs</td> </tr> <tr> <td>Armor Class</td> <td style="text-align: right;">5</td> </tr> <tr> <td>Absorption</td> <td style="text-align: right;">0%</td> </tr> <tr> <td>Special Defenses</td> <td></td> </tr> </table> | Combat Chart | Fighter | HP Recovery | 1 pt / 2 hrs | Armor Class | 5 | Absorption | 0% | Special Defenses | |
| Standard Attacks | | | | | | | | | | | | | | | | | | | |
| Dagger | 1d4 | | | | | | | | | | | | | | | | | | |
| Short Bow | 1d6 | | | | | | | | | | | | | | | | | | |
| Special Attacks | | | | | | | | | | | | | | | | | | | |
| Combat Chart | Fighter | | | | | | | | | | | | | | | | | | |
| HP Recovery | 1 pt / 2 hrs | | | | | | | | | | | | | | | | | | |
| Armor Class | 5 | | | | | | | | | | | | | | | | | | |
| Absorption | 0% | | | | | | | | | | | | | | | | | | |
| Special Defenses | | | | | | | | | | | | | | | | | | | |

| | | | | | | | |
|----------------|----------|-----|---|-----|---|-----|---|
| Caster's Chart | Cleric | 1st | 1 | 4th | 0 | 7th | 0 |
| SP Recovery | 1 pt / 2 | 2nd | 0 | 5th | 0 | 8th | 0 |
| Spellbook | C | 3rd | 0 | 6th | 0 | 9th | 0 |

The Lillends of the Scribe are fierce protectors of all written material. The numbers that appear when the spell is cast is related to the quantity and value of writings to be protected (DM TBD). For example, one Lillend will appear when attempting to secure a simple scroll, whereas dozens of Lillends may appear if an important library or ancient magical text is at stake. The Lillends will assume that any enemy of the caster is the main threat to the written materials, however, if the caster or one of his allies intentionally damages the writings or casts fire spells, the Lillends have a chance to turn on those persons. Upon the caster's command, the Lillends have the ability to instantly transport written materials to a safe location (via a touch spell, saving throw may apply).

Conjurer's Spellbook

Lillend of the Scribe

| | | | | | | | | | | | | | | | | | | | | |
|--------------|---|----|----|----|----|-----|-----|------|-----|-----|-----|-----|-----|----|----|----|----|----|----|-----|
| To Hit Chart | -1 to hand-held for strength +3 to missile for dexterity | | | | | | | | | | | | | | | | | | | |
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| T | VS | S | M | L | VL | H | Med | Long | 10% | 25% | 50% | 75% | 90% | | | | | | | |
| 0 | 0 | 0 | +3 | +6 | +9 | +12 | -2 | -5 | -2 | -4 | -6 | -8 | -10 | | | | | | | |

| | | | | | | | | | | | | | | | |
|--------------|---|-----|-----|-----|-----|-----|-----|-----|---|----|----|--|--|--|--|
| Damage Chart | -2 to hand-held for strength +3 to missile for dexterity | | | | | | | | | | | | | | |
| # | Type of Attack | T | VS | S | M | L | VL | H | S | M | L | | | | |
| 1 | Dagger | 1d4 | 1d4 | 1d4 | 1d4 | 1d4 | 1d4 | 1d4 | | | | | | | |
| 2 | Short Bow | 1d6 | 1d6 | 1d6 | 1d6 | 1d6 | 1d6 | 1d6 | 5 | 10 | 15 | | | | |
| | | | | | | | | | | | | | | | |
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|---------------|--|----|----|----|----|----|----|----|----|----|-------------------------------|----|----|----|----|----|----|----|----|--|
| Saving Throws | +5 to divine spells for piety +5 to secular spells for talent | | | | | | | | | | +3 to poison for constitution | | | | | | | | | |
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| 10 | 11 | 11 | 12 | 12 | 13 | 13 | 14 | 14 | 15 | 15 | 16 | 16 | 17 | 17 | 18 | 18 | 19 | 19 | 20 | |
| 20 | 21 | 21 | 22 | 22 | 23 | 23 | 24 | 24 | 25 | 25 | 26 | 26 | 27 | 27 | 28 | 28 | 29 | 29 | 30 | |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | |

| | | | | | | |
|-------------------------|-----------|-------|--------------|-------|---------------|-------|
| Adventuring Percentages | Hearing | 100 % | Fumbling | 72 % | Tracking Out | 150 % |
| | Smell | 100 % | Surprise | 180 % | Tracking In | 100 % |
| | Sight | 100 % | Hiding | 180 % | Evasion Out | 180 % |
| | Taste | 80 % | Conceal Move | 150 % | Evasion In | 100 % |
| | Strength | 40 % | Silent Move | 150 % | Swimming | 50 % |
| | Endurance | 64 % | Flying | 100 % | Riding Mounts | 0 % |

Conjurer's Spellbook

Conjure Elemental Imp

Casting Time: 1 round


Casting Range: 60 feet

Saving Throw: none

Spell Duration: 1 round/level

Area of Effect: one creature

By means of this spell, the caster conjures one elemental imp. For each three levels of the caster, a new Imp is added to the list.

| Elemental Imp | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------------------------------|-----------|----------------|---------|------------------|------|--|----------------|----------------------------------|-----|--|--------------|---------|--|--------------|-------------|-------|------------|-----------|------------------|--|---|---|-----|--------------|-----|---|--|--------|----------------------------------|--|--|-------------|------|--|--|--------------|------|--|--|-----------|------|--|--|---|
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Strength</td> <td style="width: 15%;">13</td> <td style="width: 15%;">Alignment</td> <td style="width: 55%;">Neutral</td> </tr> <tr> <td>Dexterity</td> <td>13</td> <td>Hit Dice</td> <td>1d8 per caster</td> </tr> <tr> <td>Constitution</td> <td>13</td> <td>Size</td> <td>Small</td> </tr> <tr> <td>Talent</td> <td>13</td> <td>Movement</td> <td>12</td> </tr> <tr> <td>Piety</td> <td>13</td> <td>Exp Value</td> <td></td> </tr> <tr> <td colspan="4"> </td> </tr> <tr> <td>Intelligence</td> <td>Low</td> <td colspan="2"> </td> </tr> <tr> <td>Vision</td> <td colspan="3">Normal, Infravision, Ultravision</td> </tr> <tr> <td>Lang Spoken</td> <td colspan="3">None</td> </tr> <tr> <td>Lang Written</td> <td colspan="3">None</td> </tr> <tr> <td>Lang Read</td> <td colspan="3">None</td> </tr> </table> | Strength | 13 | Alignment | Neutral | Dexterity | 13 | Hit Dice | 1d8 per caster | Constitution | 13 | Size | Small | Talent | 13 | Movement | 12 | Piety | 13 | Exp Value | | | | | | Intelligence | Low | | | Vision | Normal, Infravision, Ultravision | | | Lang Spoken | None | | | Lang Written | None | | | Lang Read | None | | |  |
| Strength | 13 | Alignment | Neutral | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dexterity | 13 | Hit Dice | 1d8 per caster | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Constitution | 13 | Size | Small | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Talent | 13 | Movement | 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Piety | 13 | Exp Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Intelligence | Low | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Vision | Normal, Infravision, Ultravision | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Spoken | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Written | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Read | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Standard Attacks</td> </tr> <tr> <td style="padding: 2px;">Touch</td> <td style="text-align: right; padding: 2px;">3d8</td> </tr> <tr> <td style="padding: 2px;">Cone of Elements</td> <td style="text-align: right; padding: 2px;">1d8/</td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Special Attacks</td> </tr> <tr> <td colspan="2" style="padding: 2px;">Spell-like abilities (see below)</td> </tr> </table> | Standard Attacks | | Touch | 3d8 | Cone of Elements | 1d8/ | Special Attacks | | Spell-like abilities (see below) | | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border-bottom: 1px solid black;">Combat Chart</td> <td style="text-align: right; border-bottom: 1px solid black;">Fighter</td> </tr> <tr> <td style="padding: 2px;">HP Recovery</td> <td style="text-align: right; padding: 2px;">1 pt / 3 hrs</td> </tr> <tr> <td style="padding: 2px;">Armor Class</td> <td style="text-align: right; padding: 2px;">2</td> </tr> <tr> <td style="padding: 2px;">Absorption</td> <td style="text-align: right; padding: 2px;">10%</td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Special Defenses</td> </tr> <tr> <td colspan="2" style="padding: 2px;">Cannot be harmed by some weapons and spells. See below.</td> </tr> </table> | Combat Chart | Fighter | HP Recovery | 1 pt / 3 hrs | Armor Class | 2 | Absorption | 10% | Special Defenses | | Cannot be harmed by some weapons and spells. See below. | | | | | | | | | | | | | | | | | | | | | | | |
| Standard Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Touch | 3d8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cone of Elements | 1d8/ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Spell-like abilities (see below) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Combat Chart | Fighter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HP Recovery | 1 pt / 3 hrs | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Armor Class | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Absorption | 10% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Defenses | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cannot be harmed by some weapons and spells. See below. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border-bottom: 1px solid black;">Caster's Chart</td> <td style="text-align: right; border-bottom: 1px solid black;">None</td> </tr> <tr> <td style="padding: 2px;">SP Recovery</td> <td style="text-align: right; padding: 2px;">None</td> </tr> <tr> <td style="padding: 2px;">Spellbook</td> <td style="text-align: right; padding: 2px;">None</td> </tr> </table> | Caster's Chart | None | SP Recovery | None | Spellbook | None | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border-bottom: 1px solid black;">1st</td> <td style="text-align: right; border-bottom: 1px solid black;">0</td> </tr> <tr> <td style="padding: 2px;">2nd</td> <td style="text-align: right; padding: 2px;">0</td> </tr> <tr> <td style="padding: 2px;">3rd</td> <td style="text-align: right; padding: 2px;">0</td> </tr> </table> | 1st | 0 | 2nd | 0 | 3rd | 0 | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border-bottom: 1px solid black;">4th</td> <td style="text-align: right; border-bottom: 1px solid black;">0</td> </tr> <tr> <td style="padding: 2px;">5th</td> <td style="text-align: right; padding: 2px;">0</td> </tr> <tr> <td style="padding: 2px;">6th</td> <td style="text-align: right; padding: 2px;">0</td> </tr> </table> | 4th | 0 | 5th | 0 | 6th | 0 | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border-bottom: 1px solid black;">7th</td> <td style="text-align: right; border-bottom: 1px solid black;">0</td> </tr> <tr> <td style="padding: 2px;">8th</td> <td style="text-align: right; padding: 2px;">0</td> </tr> <tr> <td style="padding: 2px;">9th</td> <td style="text-align: right; padding: 2px;">0</td> </tr> </table> | 7th | 0 | 8th | 0 | 9th | 0 | | | | | | | | | | | | | | | | | | |
| Caster's Chart | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SP Recovery | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Spellbook | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1st | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2nd | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3rd | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>Elemental imps are creatures brought into being by conjuration. As such, they generally need to be controlled. Failure to do so will bring the wrath of the imp upon the summoner. Once each encounter, a imp can loose a cone of elemental energy which can travel up to 60 feet and strike at all targets within a 45 degree arc. In addition, elemental imps have special powers that can each be used once each encounter. Imps have hit dice equal to their conjurer's level.</p> <p>Steam: Blur, Wall of Fog Ash: Fireball, Heat Object Ooze: Stinking Cloud, Acidball Salt: Draw moisture from 20'R area on itself. Save to half or 12d8 damage per level.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Conjurer's Spellbook

Elemental Imp

| | | | | | | | | | | | | | | | | | | | | |
|--------------|------------------------------|----|----|----|----|----|-----|------|-----|-----|-----|-----|-----|----|----|----|----|----|----|-----|
| To Hit Chart | +0 to hand-held for strength | | | | | | | | | | | | | | | | | | | |
| | +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | |
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| T | VS | S | M | L | VL | H | Med | Long | 10% | 25% | 50% | 75% | 90% | | | | | | | |
| -3 | 0 | 0 | 0 | +3 | +6 | +9 | -2 | -5 | -2 | -4 | -6 | -8 | -10 | | | | | | | |

| | | | | | | | | | | | | | | | | | | | | |
|--------------|------------------------------|------|------|------|------|------|------|------|---|---|---|--|--|--|--|--|--|--|--|--|
| Damage Chart | +0 to hand-held for strength | | | | | | | | | | | | | | | | | | | |
| | +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | |
| # | Type of Attack | T | VS | S | M | L | VL | H | S | M | L | | | | | | | | | |
| 1 | Touch | 3d8 | 3d8 | 3d8 | 3d8 | 3d8 | 3d8 | 3d8 | | | | | | | | | | | | |
| 1 | Cone of Elements | 1d8/ | 1d8/ | 1d8/ | 1d8/ | 1d8/ | 1d8/ | 1d8/ | 2 | 4 | 6 | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | |

| | | | | | | | | | | | | | | | | | | | | |
|---------------|---------------------------------|----|----|----|----|----|----|----|----|----|-------------------------------|----|----|----|----|----|----|----|----|--|
| Saving Throws | +0 to divine spells for piety | | | | | | | | | | +0 to poison for constitution | | | | | | | | | |
| | +0 to secular spells for talent | | | | | | | | | | | | | | | | | | | |
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 10 | 11 | 11 | |
| 12 | 12 | 13 | 13 | 14 | 14 | 15 | 15 | 16 | 16 | 17 | 17 | 18 | 18 | 19 | 19 | 20 | 20 | 21 | 21 | |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | |

| | | | | | | |
|-------------------------|-----------|------|--------------|-------|---------------|-------|
| Adventuring Percentages | Hearing | 50 % | Fumbling | 52 % | Tracking Out | 50 % |
| | Smell | 50 % | Surprise | 10 % | Tracking In | 50 % |
| | Sight | 30 % | Hiding | 100 % | Evasion Out | 100 % |
| | Taste | 5 % | Conceal Move | 100 % | Evasion In | 100 % |
| | Strength | 52 % | Silent Move | 100 % | Swimming | 100 % |
| | Endurance | 52 % | Flying | 0 % | Riding Mounts | 0 % |

Conjurer's Spellbook

Conjure Pegasus

Casting Time: 1 round


Casting Range: 60 feet

Saving Throw: none

Spell Duration: 1 day

Area of Effect: one monster

By means of this spell, the caster conjures one standard pegasus.

| Pegasus | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|-------------------------|-----------|--------------|--------------|-----------|-----|------------------------|---|---|---------------------|----------------|-------------|--------------|-------------|----------|------------|-----------|-------------------------|-----------|-------|-------------------------|---|-----|---|---|--|--|--|------------------------|--|--|--|----------------------|--|--|--|-----------------------|--|--|--|--|
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">Strength</td> <td style="width: 10%;">16</td> <td style="width: 25%;">Alignment</td> <td style="width: 40%;">Chaotic Good</td> </tr> <tr> <td>Dexterity</td> <td>16</td> <td>Hit Dice</td> <td>7</td> </tr> <tr> <td>Constitution</td> <td>16</td> <td>Size</td> <td>Large</td> </tr> <tr> <td>Talent</td> <td>13</td> <td>Movement</td> <td>24/48</td> </tr> <tr> <td>Piety</td> <td>13</td> <td>Exp Value</td> <td>1,750</td> </tr> <tr> <td colspan="4" style="padding-top: 10px;">Intelligence Average</td> </tr> <tr> <td colspan="4">Vision Normal, Infravision</td> </tr> <tr> <td colspan="4">Lang Spoken Pegasus</td> </tr> <tr> <td colspan="4">Lang Written None</td> </tr> <tr> <td colspan="4">Lang Read None</td> </tr> </table> | Strength | 16 | Alignment | Chaotic Good | Dexterity | 16 | Hit Dice | 7 | Constitution | 16 | Size | Large | Talent | 13 | Movement | 24/48 | Piety | 13 | Exp Value | 1,750 | Intelligence Average | | | | Vision Normal, Infravision | | | | Lang Spoken Pegasus | | | | Lang Written None | | | | Lang Read None | | | |  |
| Strength | 16 | Alignment | Chaotic Good | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dexterity | 16 | Hit Dice | 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Constitution | 16 | Size | Large | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Talent | 13 | Movement | 24/48 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Piety | 13 | Exp Value | 1,750 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Intelligence Average | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Vision Normal, Infravision | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Spoken Pegasus | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Written None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Read None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2">Standard Attacks</td> </tr> <tr> <td style="padding-left: 20px;">Bite</td> <td style="text-align: right;">2d6</td> </tr> <tr> <td style="padding-left: 20px;">Hoof</td> <td style="text-align: right;">1d8</td> </tr> <tr> <td colspan="2" style="padding-top: 10px;">Special Attacks</td> </tr> </table> | Standard Attacks | | Bite | 2d6 | Hoof | 1d8 | Special Attacks | | <table style="width: 100%; border-collapse: collapse;"> <tr> <td>Combat Chart</td> <td style="text-align: right;">Fighter</td> </tr> <tr> <td>HP Recovery</td> <td style="text-align: right;">1 pt / 2 hrs</td> </tr> <tr> <td>Armor Class</td> <td style="text-align: right;">6</td> </tr> <tr> <td>Absorption</td> <td style="text-align: right;">0%</td> </tr> <tr> <td colspan="2" style="padding-top: 10px;">Special Defenses</td> </tr> </table> | Combat Chart | Fighter | HP Recovery | 1 pt / 2 hrs | Armor Class | 6 | Absorption | 0% | Special Defenses | | | | | | | | | | | | | | | | | | | | | | | |
| Standard Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bite | 2d6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hoof | 1d8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Combat Chart | Fighter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HP Recovery | 1 pt / 2 hrs | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Armor Class | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Absorption | 0% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Defenses | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;">Caster's Chart</td> <td style="width: 10%;">None</td> <td style="width: 10%;">1st</td> <td style="width: 10%;">0</td> <td style="width: 10%;">4th</td> <td style="width: 10%;">0</td> <td style="width: 10%;">7th</td> <td style="width: 10%;">0</td> </tr> <tr> <td>SP Recovery</td> <td>None</td> <td>2nd</td> <td>0</td> <td>5th</td> <td>0</td> <td>8th</td> <td>0</td> </tr> <tr> <td>Spellbook</td> <td>None</td> <td>3rd</td> <td>0</td> <td>6th</td> <td>0</td> <td>9th</td> <td>0</td> </tr> </table> | Caster's Chart | None | 1st | 0 | 4th | 0 | 7th | 0 | SP Recovery | None | 2nd | 0 | 5th | 0 | 8th | 0 | Spellbook | None | 3rd | 0 | 6th | 0 | 9th | 0 | <p>Pegasi are found in remote places, for they are typically very shy and wild. These intelligent winged horses make the swiftest of steeds, and they are often sought for that reason. Pegasi will serve only good characters, but if they do so, they always serve unto death. A pegasus fights with its two forehooves and its powerful teeth.</p> | | | | | | | | | | | | | | | | |
| Caster's Chart | None | 1st | 0 | 4th | 0 | 7th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SP Recovery | None | 2nd | 0 | 5th | 0 | 8th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Spellbook | None | 3rd | 0 | 6th | 0 | 9th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Conjurer's Spellbook

Pegasus

| | | | | | | | | | | | | | | | | | | | | |
|--------------|------------------------------|----|---|---|----|----|-----|------|-----|-----|-----|-----|-----|----|----|----|----|----|----|-----|
| To Hit Chart | +1 to hand-held for strength | | | | | | | | | | | | | | | | | | | |
| | +1 to missile for dexterity | | | | | | | | | | | | | | | | | | | |
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| T | VS | S | M | L | VL | H | Med | Long | 10% | 25% | 50% | 75% | 90% | | | | | | | |
| -9 | -6 | -3 | 0 | 0 | 0 | +3 | -2 | -5 | -2 | -4 | -6 | -8 | -10 | | | | | | | |

| | | | | | | | | | | | | | | | | | | | | | |
|--------------|------------------------------|-----|-----|-----|-----|-----|-----|-----|---|---|---|--|--|--|--|--|--|--|--|--|--|
| Damage Chart | +2 to hand-held for strength | | | | | | | | | | | | | | | | | | | | |
| | +1 to missile for dexterity | | | | | | | | | | | | | | | | | | | | |
| # | Type of Attack | T | VS | S | M | L | VL | H | S | M | L | | | | | | | | | | |
| 1 | Bite | 2d6 | 2d6 | 2d6 | 2d6 | 2d6 | 2d6 | 2d6 | | | | | | | | | | | | | |
| 2 | Hoof | 1d8 | 1d8 | 1d8 | 1d8 | 1d8 | 1d8 | 1d8 | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |

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|---------------|---------------------------------|----|----|----|----|----|----|----|----|----|-------------------------------|----|----|----|----|----|----|----|----|--|
| Saving Throws | +0 to divine spells for piety | | | | | | | | | | +3 to poison for constitution | | | | | | | | | |
| | +0 to secular spells for talent | | | | | | | | | | | | | | | | | | | |
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| 7 | 7 | 8 | 8 | 9 | 9 | 10 | 11 | 11 | 12 | 12 | 13 | 13 | 14 | 14 | 15 | 15 | 16 | 16 | 17 | |
| 17 | 18 | 18 | 19 | 19 | 20 | 20 | 21 | 21 | 22 | 22 | 23 | 23 | 24 | 24 | 25 | 25 | 26 | 26 | 27 | |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | |

| | | | | | | |
|-------------------------|-----------|------|--------------|-------|---------------|------|
| Adventuring Percentages | Hearing | 60 % | Fumbling | 64 % | Tracking Out | 30 % |
| | Smell | 60 % | Surprise | 50 % | Tracking In | 15 % |
| | Sight | 70 % | Hiding | 40 % | Evasion Out | 70 % |
| | Taste | 10 % | Conceal Move | 20 % | Evasion In | 70 % |
| | Strength | 64 % | Silent Move | 15 % | Swimming | 10 % |
| | Endurance | 64 % | Flying | 120 % | Riding Mounts | 0 % |

Conjurer's Spellbook

Conjure Retriever Hound

Casting Time: 1 round


Casting Range: 60 feet

Saving Throw: none

Spell Duration: 1 round/level

Area of Effect: one monster

By means of this spell, the caster conjures a hound that is trained to retrieve items. Items to be retrieved must be no larger or heavier than a large book and must be in view so that the caster can point to the item.

| Retriever Hound | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|------------------|-----------|-----------|---------|-----------------|-----|--|--------------|--------------|---------|-------------|--------------|--------|-------------|----------|----|------------|------|-----------|------------------|------------------------|---|-----|---|---|--|--|--|--|--|--|--|----------------------|--|--|--|-----------------------|--|--|--|---|
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Strength</td> <td style="width: 15%;">15</td> <td style="width: 20%;">Alignment</td> <td style="width: 45%;">Neutral</td> </tr> <tr> <td>Dexterity</td> <td>13</td> <td>Hit Dice</td> <td>2</td> </tr> <tr> <td>Constitution</td> <td>13</td> <td>Size</td> <td>Small</td> </tr> <tr> <td>Talent</td> <td>13</td> <td>Movement</td> <td>18</td> </tr> <tr> <td>Piety</td> <td>13</td> <td>Exp Value</td> <td>200</td> </tr> <tr> <td colspan="4" style="padding-top: 10px;">Intelligence Animal</td> </tr> <tr> <td colspan="4">Vision Normal, Infravision</td> </tr> <tr> <td colspan="4">Lang Spoken Understands Common Commands</td> </tr> <tr> <td colspan="4">Lang Written None</td> </tr> <tr> <td colspan="4">Lang Read None</td> </tr> </table> | Strength | 15 | Alignment | Neutral | Dexterity | 13 | Hit Dice | 2 | Constitution | 13 | Size | Small | Talent | 13 | Movement | 18 | Piety | 13 | Exp Value | 200 | Intelligence Animal | | | | Vision Normal, Infravision | | | | Lang Spoken Understands Common Commands | | | | Lang Written None | | | | Lang Read None | | | |  |
| Strength | 15 | Alignment | Neutral | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dexterity | 13 | Hit Dice | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Constitution | 13 | Size | Small | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Talent | 13 | Movement | 18 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Piety | 13 | Exp Value | 200 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Intelligence Animal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Vision Normal, Infravision | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Spoken Understands Common Commands | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Written None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Read None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Standard Attacks</td> </tr> <tr> <td style="padding: 2px 5px;">Bite</td> <td style="text-align: right; padding: 2px 5px;">1d6</td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Special Attacks</td> </tr> </table> | Standard Attacks | | Bite | 1d6 | Special Attacks | | <table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Combat Chart</td> <td style="text-align: right; padding: 2px 5px;">Fighter</td> </tr> <tr> <td style="padding: 2px 5px;">HP Recovery</td> <td style="padding: 2px 5px;">1 pt / 3 hrs</td> <td></td> </tr> <tr> <td style="padding: 2px 5px;">Armor Class</td> <td style="padding: 2px 5px;">6</td> <td></td> </tr> <tr> <td style="padding: 2px 5px;">Absorption</td> <td style="padding: 2px 5px;">0%</td> <td></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Special Defenses</td> <td></td> </tr> </table> | Combat Chart | | Fighter | HP Recovery | 1 pt / 3 hrs | | Armor Class | 6 | | Absorption | 0% | | Special Defenses | | | | | | | | | | | | | | | | | | | | | |
| Standard Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bite | 1d6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Combat Chart | | Fighter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HP Recovery | 1 pt / 3 hrs | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Armor Class | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Absorption | 0% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Defenses | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border-bottom: 1px solid black;">Caster's Chart</td> <td style="padding: 2px 5px;">None</td> <td style="border-bottom: 1px solid black;">1st</td> <td style="padding: 2px 5px;">0</td> <td style="border-bottom: 1px solid black;">4th</td> <td style="padding: 2px 5px;">0</td> <td style="border-bottom: 1px solid black;">7th</td> <td style="padding: 2px 5px;">0</td> </tr> <tr> <td style="border-bottom: 1px solid black;">SP Recovery</td> <td style="padding: 2px 5px;">None</td> <td style="border-bottom: 1px solid black;">2nd</td> <td style="padding: 2px 5px;">0</td> <td style="border-bottom: 1px solid black;">5th</td> <td style="padding: 2px 5px;">0</td> <td style="border-bottom: 1px solid black;">8th</td> <td style="padding: 2px 5px;">0</td> </tr> <tr> <td style="border-bottom: 1px solid black;">Spellbook</td> <td style="padding: 2px 5px;">None</td> <td style="border-bottom: 1px solid black;">3rd</td> <td style="padding: 2px 5px;">0</td> <td style="border-bottom: 1px solid black;">6th</td> <td style="padding: 2px 5px;">0</td> <td style="border-bottom: 1px solid black;">9th</td> <td style="padding: 2px 5px;">0</td> </tr> </table> | Caster's Chart | None | 1st | 0 | 4th | 0 | 7th | 0 | SP Recovery | None | 2nd | 0 | 5th | 0 | 8th | 0 | Spellbook | None | 3rd | 0 | 6th | 0 | 9th | 0 | <p>The retriever hounds does exactly as its name implies - it retrieves things.</p> | | | | | | | | | | | | | | | | |
| Caster's Chart | None | 1st | 0 | 4th | 0 | 7th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SP Recovery | None | 2nd | 0 | 5th | 0 | 8th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Spellbook | None | 3rd | 0 | 6th | 0 | 9th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Conjurer's Spellbook

Retriever Hound

| | | | | | | | | | | | | | | | | | | | | |
|--------------|---|----|----|----|----|----|-----|------|-----|-----|-----|-----|-----|----|----|----|----|----|----|-----|
| To Hit Chart | +0 to hand-held for strength +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | |
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| T | VS | S | M | L | VL | H | Med | Long | 10% | 25% | 50% | 75% | 90% | | | | | | | |
| -3 | 0 | 0 | 0 | +3 | +6 | +9 | -2 | -5 | -2 | -4 | -6 | -8 | -10 | | | | | | | |

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|--------------|---|-----|-----|-----|-----|-----|-----|-----|---|---|---|--|--|--|--|--|--|--|--|--|
| Damage Chart | +1 to hand-held for strength +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | |
| # | Type of Attack | T | VS | S | M | L | VL | H | S | M | L | | | | | | | | | |
| 1 | Bite | 1d6 | 1d6 | 1d6 | 1d6 | 1d6 | 1d6 | 1d6 | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | |
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|---------------|--|----|----|----|----|----|----|----|----|----|-------------------------------|----|----|----|----|----|----|----|----|--|
| Saving Throws | +0 to divine spells for piety +0 to secular spells for talent | | | | | | | | | | +0 to poison for constitution | | | | | | | | | |
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| 9 | 10 | 11 | 11 | 12 | 12 | 13 | 13 | 14 | 14 | 15 | 15 | 16 | 16 | 17 | 17 | 18 | 18 | 19 | 19 | |
| 20 | 20 | 21 | 21 | 22 | 22 | 23 | 23 | 24 | 24 | 25 | 25 | 26 | 26 | 27 | 27 | 28 | 28 | 29 | 29 | |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | |

| | | | | | | |
|-------------------------|-----------|------|--------------|------|---------------|------|
| Adventuring Percentages | Hearing | 80 % | Fumbling | 52 % | Tracking Out | 50 % |
| | Smell | 80 % | Surprise | 60 % | Tracking In | 40 % |
| | Sight | 40 % | Hiding | 50 % | Evasion Out | 50 % |
| | Taste | 60 % | Conceal Move | 40 % | Evasion In | 40 % |
| | Strength | 60 % | Silent Move | 30 % | Swimming | 10 % |
| | Endurance | 52 % | Flying | 0 % | Riding Mounts | 0 % |

Conjurer's Spellbook

Conjure Tenderfoot

Casting Time: 1 round


Casting Range: 60 feet

Saving Throw: none

Spell Duration: 1 turn/level

Area of Effect: one monster

This spell conjures one dim-witted, human fighter who is completely loyal to the caster.

| Tenderfoot | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|------------------|-----------|-----------|---------|-----------------|-----|--|--------------|--------------|-------------|--------------|-------------|--------|------------|----------|------------------|-----------|------|-----------|-------|-----|---|-----|---|--|-----|--|--|--------|--------|--|--|-------------|--------|--|--|--------------|------|--|--|-----------|------|--|--|--|
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Strength</td> <td style="width: 10%;">19</td> <td style="width: 20%;">Alignment</td> <td style="width: 10%;">Neutral</td> </tr> <tr> <td>Dexterity</td> <td>13</td> <td>Hit Dice</td> <td>6</td> </tr> <tr> <td>Constitution</td> <td>18</td> <td>Size</td> <td>Medium</td> </tr> <tr> <td>Talent</td> <td>13</td> <td>Movement</td> <td>12</td> </tr> <tr> <td>Piety</td> <td>13</td> <td>Exp Value</td> <td>6,000</td> </tr> <tr> <td colspan="4"> </td> </tr> <tr> <td>Intelligence</td> <td>Low</td> <td colspan="2"> </td> </tr> <tr> <td>Vision</td> <td>Normal</td> <td colspan="2"> </td> </tr> <tr> <td>Lang Spoken</td> <td>Common</td> <td colspan="2"> </td> </tr> <tr> <td>Lang Written</td> <td>None</td> <td colspan="2"> </td> </tr> <tr> <td>Lang Read</td> <td>None</td> <td colspan="2"> </td> </tr> </table> | Strength | 19 | Alignment | Neutral | Dexterity | 13 | Hit Dice | 6 | Constitution | 18 | Size | Medium | Talent | 13 | Movement | 12 | Piety | 13 | Exp Value | 6,000 | | | | | Intelligence | Low | | | Vision | Normal | | | Lang Spoken | Common | | | Lang Written | None | | | Lang Read | None | | |  |
| Strength | 19 | Alignment | Neutral | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dexterity | 13 | Hit Dice | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Constitution | 18 | Size | Medium | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Talent | 13 | Movement | 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Piety | 13 | Exp Value | 6,000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Intelligence | Low | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Vision | Normal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Spoken | Common | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Written | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Read | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Standard Attacks</td> <td style="width: 50%; text-align: right;">Fighter</td> </tr> <tr> <td style="padding-left: 20px;">Sword</td> <td style="text-align: right;">1d8</td> </tr> <tr> <td>Special Attacks</td> <td> </td> </tr> </table> | Standard Attacks | Fighter | Sword | 1d8 | Special Attacks | | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Combat Chart</td> <td style="width: 50%; text-align: right;">Fighter</td> </tr> <tr> <td>HP Recovery</td> <td style="text-align: right;">1 pt / 2 hrs</td> </tr> <tr> <td>Armor Class</td> <td style="text-align: right;">5</td> </tr> <tr> <td>Absorption</td> <td style="text-align: right;">0%</td> </tr> <tr> <td>Special Defenses</td> <td> </td> </tr> </table> | Combat Chart | Fighter | HP Recovery | 1 pt / 2 hrs | Armor Class | 5 | Absorption | 0% | Special Defenses | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Standard Attacks | Fighter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sword | 1d8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Combat Chart | Fighter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HP Recovery | 1 pt / 2 hrs | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Armor Class | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Absorption | 0% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Defenses | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Caster's Chart</td> <td style="width: 10%;">None</td> <td style="width: 10%;">1st</td> <td style="width: 10%;">0</td> <td style="width: 10%;">4th</td> <td style="width: 10%;">0</td> <td style="width: 10%;">7th</td> <td style="width: 10%;">0</td> </tr> <tr> <td>SP Recovery</td> <td>None</td> <td>2nd</td> <td>0</td> <td>5th</td> <td>0</td> <td>8th</td> <td>0</td> </tr> <tr> <td>Spellbook</td> <td>None</td> <td>3rd</td> <td>0</td> <td>6th</td> <td>0</td> <td>9th</td> <td>0</td> </tr> </table> | Caster's Chart | None | 1st | 0 | 4th | 0 | 7th | 0 | SP Recovery | None | 2nd | 0 | 5th | 0 | 8th | 0 | Spellbook | None | 3rd | 0 | 6th | 0 | 9th | 0 | <p>This creature is armed with a long sword and dressed in chain mail. While not particularly bright, he is strong and absolutely loyal to his master.</p> | | | | | | | | | | | | | | | | | | | | |
| Caster's Chart | None | 1st | 0 | 4th | 0 | 7th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SP Recovery | None | 2nd | 0 | 5th | 0 | 8th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Spellbook | None | 3rd | 0 | 6th | 0 | 9th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Conjurer's Spellbook

Tenderfoot

| | | | | | | | | | | | | | | | | | | | | |
|--------------|------------------------------|---|---|---|----|----|-----|------|-----|-----|-----|-----|-----|----|----|----|----|----|----|-----|
| To Hit Chart | +4 to hand-held for strength | | | | | | | | | | | | | | | | | | | |
| | +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | |
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| T | VS | S | M | L | VL | H | Med | Long | 10% | 25% | 50% | 75% | 90% | | | | | | | |
| -6 | -3 | 0 | 0 | 0 | +3 | +6 | -2 | -5 | -2 | -4 | -6 | -8 | -10 | | | | | | | |

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|--------------|------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|---|---|--|--|--|--|--|--|--|--|--|--|
| Damage Chart | +8 to hand-held for strength | | | | | | | | | | | | | | | | | | | | |
| | +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | | |
| # | Type of Attack | T | VS | S | M | L | VL | H | S | M | L | | | | | | | | | | |
| 1 | Sword | 2d8 | 2d8 | 2d8 | 1d8 | 2d8 | 2d8 | 2d8 | 2d8 | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |
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|---------------|---------------------------------|----|----|----|----|----|----|----|----|----|-------------------------------|----|----|----|----|----|----|----|----|--|
| Saving Throws | +0 to divine spells for piety | | | | | | | | | | +5 to poison for constitution | | | | | | | | | |
| | +0 to secular spells for talent | | | | | | | | | | | | | | | | | | | |
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| 7 | 8 | 8 | 9 | 9 | 10 | 11 | 11 | 12 | 12 | 13 | 13 | 14 | 14 | 15 | 15 | 16 | 16 | 17 | 17 | |
| 18 | 18 | 19 | 19 | 20 | 20 | 21 | 21 | 22 | 22 | 23 | 23 | 24 | 24 | 25 | 25 | 26 | 26 | 27 | 27 | |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | |

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|-------------------------|-----------|------|--------------|------|---------------|------|
| Adventuring Percentages | Hearing | 20 % | Fumbling | 52 % | Tracking Out | 40 % |
| | Smell | 30 % | Surprise | 30 % | Tracking In | 20 % |
| | Sight | 20 % | Hiding | 30 % | Evasion Out | 40 % |
| | Taste | 20 % | Conceal Move | 10 % | Evasion In | 20 % |
| | Strength | 76 % | Silent Move | 10 % | Swimming | 10 % |
| | Endurance | 72 % | Flying | 0 % | Riding Mounts | 0 % |

Conjurer's Spellbook

Conjurer's Bestiary

Casting Time: 1 round

Casting Range: 60 feet

Saving Throw: secular

Spell Duration: instantaneous

Area of Effect: one creature

The caster must possess a physical tome to successfully cast this spell. If the target creature fails its saving throw, it is magically absorbed into the tome, becoming a picture on what was a blank page. The caster may open the tome to the page displaying the creature at any time in the future and utter a command word. The creature will magically be cast out of the book and restored to its normal form. It must act under the command of the caster for 1 round per level as if conjured by the caster. At the end of that time, it is free of the caster's control. It requires a full round action to restore one captured creature.

Craft Common Item

Casting Time: 1 round

Casting Range: touch

Saving Throw: none

Spell Duration: up to 1 day per level

Area of Effect: one item

By means of this spell, the caster creates a non-magical item up to 20 lbs in weight. The caster must have raw material greater than or equal to the weight of the item being created. If the material is completely different from the item's normal composition (i.e. using sand to make a copper key), the item remains intact for one round per level, then reverts back to its original form. If the caster uses a similar type of material (i.e. copper metal to make a metallic silver key), the item lasts one turn per level; and if identical material is used, the item lasts one day per level. If a specific item is being copied, the caster's knowledge of the original item affects the level of detail of the crafted item.

Decimate

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 round/level

Area of Effect: self

Whenever the caster deals fatal damage to a creature, the creature is re-animated for the duration of the spell or until it is killed in its re-animated form. It fights for the caster in the same way a conjured or summoned creature would. The animated creature has half of its normal hit points. If the creature was severely damaged when killed, its ability to fight may be impaired. It cannot cast non-innate spells or use activated abilities of magical items. For example, a re-animated blink dog can blink, but a re-animated wizard cannot cast spells.

Emergency Beacon

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 round per level

Area of Effect: 1 league per level

This spell sends a telepathic message to all party members within the area of effect. The message may include up to 20 words of the caster's choosing. This spell may only be cast once per day.

Conjurer's Spellbook

Empower

Casting Time: 1 round

Casting Range: touch

Saving Throw: none

Spell Duration: instantaneous

Area of Effect: creature touched

This spell allows the caster to give 4 mana beans to another spellcaster. The recipient cannot exceed their maximum beans.

Falcon Flight

Casting Time: 1 round

Casting Range: touch

Saving Throw: none

Spell Duration: 1 round per level

Area of Effect: creature touched

This is the same as the Fly spell except that the base movement is 48.

Find the Faithful

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 round per level

Area of Effect: self

For the duration of this spell, the caster is shown the straight line direction to the nearest creature of good alignment members of the caster's party. A known creature of good alignment may be specified when casting the spell in which case the spell points toward that creature and lasts only one round. This spell may only be used once per adventure.

Find Item

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 round per level

Area of Effect: self

Up to three times within the spell's duration, this spell points the caster in the direction of the current location of an item he or she once possessed. The item must have been in the caster's possession for at least as long as it has been missing. This spell may be cast only once per adventure.

Conjurer's Spellbook

Flying Wall

Casting Time: 1 round

Casting Range: 100 feet + 10 feet per level

Saving Throw: none

Spell Duration: 1 round/level

Area of Effect: 20 foot high by 100 foot long wall

When this spell is cast, a strong, solid wall made of sinew and bones is created. The wall is 1 inch thick per level of the caster. The caster may choose to make the wall smaller when the spell is cast. This wall is exceptional in that it can magically fly up to a movement rate of 12. The caster controls its rate of movement, direction, and orientation. It has a force of strength of 50% for the purposes of pushing things out of the way. It does not have enough force to crush or damage anything that is not fragile. If it meets a solid, unmoving object, it will stop until it is re-directed around or away from the object. The wall is very difficult to pierce and burns very slowly. It can be sliced by a sword, but it will typically take several rounds to cut a small opening.

Conjurer's Spellbook

Giant Ambush

Casting Time: 1 round


Casting Range: 60 feet

Saving Throw: none

Spell Duration: 1 round/10 levels

Area of Effect: one or more giants

This spell conjures one stone giant per level of the caster.

| Stone Giant | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---------------------|-----------|-------------|---------|---------------|------|---|-----|--|--------------|---------|-------------|--------------|---|----------|------------|-------|------------------|-----------|--------|---|-----|---|-----|--------------|-----|---|--|--------|--------|--|--|-------------|---------------------|--|--|--------------|------|--|--|-----------|------|--|--|--|
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Strength</td> <td style="width: 10%;">21</td> <td style="width: 20%;">Alignment</td> <td style="width: 10%;">Neutral</td> </tr> <tr> <td>Dexterity</td> <td>13</td> <td>Hit Dice</td> <td>10</td> </tr> <tr> <td>Constitution</td> <td>18</td> <td>Size</td> <td>Large</td> </tr> <tr> <td>Talent</td> <td>13</td> <td>Movement</td> <td>12</td> </tr> <tr> <td>Piety</td> <td>13</td> <td>Exp Value</td> <td>10,000</td> </tr> <tr> <td colspan="4"> </td> </tr> <tr> <td>Intelligence</td> <td>Low</td> <td colspan="2"> </td> </tr> <tr> <td>Vision</td> <td>Normal</td> <td colspan="2"> </td> </tr> <tr> <td>Lang Spoken</td> <td>Common, Stone Giant</td> <td colspan="2"> </td> </tr> <tr> <td>Lang Written</td> <td>None</td> <td colspan="2"> </td> </tr> <tr> <td>Lang Read</td> <td>None</td> <td colspan="2"> </td> </tr> </table> | Strength | 21 | Alignment | Neutral | Dexterity | 13 | Hit Dice | 10 | Constitution | 18 | Size | Large | Talent | 13 | Movement | 12 | Piety | 13 | Exp Value | 10,000 | | | | | Intelligence | Low | | | Vision | Normal | | | Lang Spoken | Common, Stone Giant | | | Lang Written | None | | | Lang Read | None | | |  |
| Strength | 21 | Alignment | Neutral | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dexterity | 13 | Hit Dice | 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Constitution | 18 | Size | Large | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Talent | 13 | Movement | 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Piety | 13 | Exp Value | 10,000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Intelligence | Low | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Vision | Normal | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Spoken | Common, Stone Giant | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Written | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Lang Read | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="text-align: left;">Standard Attacks</td> </tr> <tr> <td style="padding-left: 20px;">Club</td> <td style="text-align: right;">3d6</td> </tr> <tr> <td style="padding-left: 20px;">Hurling Rocks</td> <td style="text-align: right;">3d10</td> </tr> <tr> <td colspan="2" style="text-align: left;">Special Attacks</td> </tr> </table> | Standard Attacks | | Club | 3d6 | Hurling Rocks | 3d10 | Special Attacks | | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;">Combat Chart</td> <td style="text-align: right;">Fighter</td> </tr> <tr> <td>HP Recovery</td> <td style="text-align: right;">1 pt / 2 hrs</td> </tr> <tr> <td>Armor Class</td> <td style="text-align: right;">0</td> </tr> <tr> <td>Absorption</td> <td style="text-align: right;">0%</td> </tr> <tr> <td>Special Defenses</td> <td style="text-align: right;">None</td> </tr> </table> | Combat Chart | Fighter | HP Recovery | 1 pt / 2 hrs | Armor Class | 0 | Absorption | 0% | Special Defenses | None | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Standard Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Club | 3d6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hurling Rocks | 3d10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Attacks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Combat Chart | Fighter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HP Recovery | 1 pt / 2 hrs | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Armor Class | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Absorption | 0% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Special Defenses | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;">Caster's Chart</td> <td style="text-align: right;">None</td> </tr> <tr> <td>SP Recovery</td> <td style="text-align: right;">None</td> </tr> <tr> <td>Spellbook</td> <td style="text-align: right;">None</td> </tr> </table> | Caster's Chart | None | SP Recovery | None | Spellbook | None | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">1st</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">2nd</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">3rd</td> <td style="text-align: center;">0</td> </tr> </table> | 1st | 0 | 2nd | 0 | 3rd | 0 | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">4th</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">5th</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">6th</td> <td style="text-align: center;">0</td> </tr> </table> | 4th | 0 | 5th | 0 | 6th | 0 | <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">7th</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">8th</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">9th</td> <td style="text-align: center;">0</td> </tr> </table> | 7th | 0 | 8th | 0 | 9th | 0 | | | | | | | | | | | | | | | | | | |
| Caster's Chart | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SP Recovery | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Spellbook | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1st | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2nd | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3rd | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 8th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9th | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>Stone giants inhabit mountainous regions in most cases, dwelling in caves or caverns. They are fond of cave bears and often have them guarding their lair. Stone giants are playful at times, especially at night. They find great sport in trying to hit distant objects with large rocks. With their gray skin, dark gray hair, and silver steel eyes, stone giants are both striking in appearance and able to blend easily into stoney settings. The latter effect is enhanced by their choice of rock-colored garments. Stone giants are typically armed with stone weapons.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Conjurer's Spellbook

Stone Giant

| | | | | | | | | | | | | | | | | | | | | |
|--------------|------------------------------|----|---|---|----|----|-----|------|-----|-----|-----|-----|-----|----|----|----|----|----|----|-----|
| To Hit Chart | +6 to hand-held for strength | | | | | | | | | | | | | | | | | | | |
| | +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | |
| 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| T | VS | S | M | L | VL | H | Med | Long | 10% | 25% | 50% | 75% | 90% | | | | | | | |
| -9 | -6 | -3 | 0 | 0 | 0 | +3 | -2 | -5 | -2 | -4 | -6 | -8 | -10 | | | | | | | |

| | | | | | | | | | | | | | | | | | | | | | |
|--------------|-------------------------------|------|------|------|------|------|------|------|----|----|----|--|--|--|--|--|--|--|--|--|--|
| Damage Chart | +12 to hand-held for strength | | | | | | | | | | | | | | | | | | | | |
| | +0 to missile for dexterity | | | | | | | | | | | | | | | | | | | | |
| # | Type of Attack | T | VS | S | M | L | VL | H | S | M | L | | | | | | | | | | |
| 1 | Club | 3d6 | 3d6 | 3d6 | 3d6 | 3d6 | 3d6 | 3d6 | | | | | | | | | | | | | |
| 1 | Hurling Rocks | 3d10 | 3d10 | 3d10 | 3d10 | 3d10 | 3d10 | 3d10 | 10 | 20 | 30 | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |

| | | | | | | | | | | | | | | | | | | | | |
|---------------|---------------------------------|----|----|----|----|----|----|----|----|----|-------------------------------|----|----|----|----|----|----|----|----|--|
| Saving Throws | +0 to divine spells for piety | | | | | | | | | | +5 to poison for constitution | | | | | | | | | |
| | +0 to secular spells for talent | | | | | | | | | | | | | | | | | | | |
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | |
| 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 10 | 11 | 11 | 12 | 12 | 13 | 13 | 14 | 14 | 15 | 15 | |
| 16 | 16 | 17 | 17 | 18 | 18 | 19 | 19 | 20 | 20 | 21 | 21 | 22 | 22 | 23 | 23 | 24 | 24 | 25 | 25 | |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | |

| | | | | | | |
|-------------------------|-----------|------|--------------|------|---------------|------|
| Adventuring Percentages | Hearing | 20 % | Fumbling | 52 % | Tracking Out | 40 % |
| | Smell | 30 % | Surprise | 30 % | Tracking In | 20 % |
| | Sight | 20 % | Hiding | 30 % | Evasion Out | 40 % |
| | Taste | 20 % | Conceal Move | 10 % | Evasion In | 20 % |
| | Strength | 84 % | Silent Move | 10 % | Swimming | 10 % |
| | Endurance | 72 % | Flying | 0 % | Riding Mounts | 0 % |

Conjurer's Spellbook

Globe of Muffling

Casting Time: 1 round

Casting Range: 100'

Saving Throw: none

Spell Duration: 1 turn

Area of Effect: up to 60' radius globe

An invisible magical field is created in the shape of a globe. The globe absorbs sound waves and dissipates them completely similar to a Silence spell. It does not prevent sounds inside or outside the globe, but sound does not pass through the barrier. The globe does not move once it is cast and creatures and objects can move through it normally.

Hear Our Prayers

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 turn

Area of Effect: self

The caster enters a trance for the duration of the spell. While in the trance, the caster can hear the prayers of people who are loyal to the caster or his cause. The greater the number of people sharing a prayer, the more intensely they are praying, and the more strongly the prayer is aligned to the values of the caster, the louder it will be heard by the caster. The caster will be aware of the approximate location(s) of the people praying.

Hide Object

Casting Time: 1 round

Casting Range: touch

Saving Throw: none

Spell Duration: 1 round per level

Area of Effect: object

This spell turns an object invisible. It only affects an entire object. The object can weigh no more than 10 pounds. Some magical objects may get a saving throw.

Hide in Plain Sight

Casting Time: 3 rounds

Casting Range: touch

Saving Throw: Divine

Spell Duration: 1 hour per two levels

Area of Effect: creature touched

This spell enables the enchanted creature to move about in relative obscurity, immediately becoming much less likely to be noticed by unfriendly or random creatures. The spell does not alter appearance or make the enchanted creature immune to detection. Instead it makes him/her appear to be extremely uninteresting, not a threat, and immediately forgettable. If the enchanted creature clearly stands out in a situation, other creatures get a save against the spell's effects with save modifications determined by the DM, i.e. walking through a guarded gate alone while remaining unnoticed is extremely unlikely. However, when there are other creatures/distractions in the area or the observers are not alert, the enchanted creature will be completely ignored. This spell makes the enchanted creature very difficult to follow for long periods of time (save once per hour). Any aggressive action on the part of the enchanted creature will dispel the effect. If the caster casts the spell on another creature, he/she is immune to the hiding effects.

Conjurer's Spellbook

High King's Protection

Casting Time: 1 round
Casting Range: touch
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: one creature

This spell bestows the target creature with a protective charm that automatically fires against the next spell (no choice) granting a +6 bonus to the next saving throw. Casting this spell multiple times on the same creature has no effect.

Igloo

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 round per level
Area of Effect: up to 40' radius globe

This spell is similar to the Wall of Ice spell but instead it creates a dome of ice centered on the caster and anchored to the floor or ground. The caster may roughly control the shape of the igloo – creating an oblong structure or shrinking its width, length and/or height by up to 50%. Creating irregular shaped igloos is not allowed. The caster may dispel the Igloo as a free action.

Imprison

Casting Time: 1 turn
Casting Range: touch
Saving Throw: secular
Spell Duration: 1 hour per level
Area of Effect: creature touched

The target creature is immediately transported to an extra-dimensional cage. The cage cannot be dispelled and the creature is dimensionally anchored inside it (no additional save). Due to the extended casting time of the spell, the creature must be immobilized or must agree to have this spell cast on it, i.e. a creature that has surrendered. A non-willing creature gets a saving throw against the effect of the spell and can prevent the spell from being cast by breaking contact with the caster. At the end of the spell's duration or when the caster dispels the spell, the creature reappears next to the caster.

Conjurer's Spellbook

Inhabit

Casting Time: 1 round
Casting Range: touch
Saving Throw: none
Spell Duration: 1 round per level
Area of Effect: one creature

This spell creates a link between the caster and one other creature. The inhabited creature must be a willing participant. If the inhabited creature leaves a one mile radius of the caster, the spell is dispelled. The caster receives full sensory input from the inhabited creature for the duration of the spell. The caster is not affected by any physical damage taken by the inhabited creature or by spells or abilities affecting the inhabited creature, i.e. hold person, petrification. As an option, the spellcaster may decide to absorb a percentage of damage taken by the target. He must declare this percentage before the spell is cast. For example, Vince could decide to split damage with his target 50%/50% (or 90%/10%, etc.). However, in either case, if the inhabited creature dies, the caster must make a successful system shock roll or die. The caster is vaguely aware of his immediate surroundings but cannot perform actions outside of the inhabited creature while the link is up. A full action is required to break the link.

Quick Shuttle

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: instantaneous
Area of Effect: self and up to 10 other creatures in a 40' radius

The caster chooses a destination up to 200' + 50' per level from his current position and chooses up to ten other creatures within the area of effect (creatures larger than man-sized take multiple slots based on encumbrance). The caster and the selected creatures are immediately teleported in formation to the chosen location. If a creature other than the caster is unwilling to be transported, that creature stays in its current location. The destination must be well known or have recently been seen by the caster as per the Teleport spell. All creatures teleported do not get any actions after being teleported.

Rainbow

Casting Time: 1 round
Casting Range: 100' + 10' per level
Saving Throw: none
Spell Duration: 1 round per level
Area of Effect: 1000' radius arch

This spell creates a standard rainbow. It can only be cast outdoors during the day.

Self Immolation

Casting Time: 1 round
Casting Range: 0
Saving Throw: Secular
Spell Duration: up to 1 round per level
Area of Effect: Caster's square and adjacent squares

This spell causes the caster's body to burst into magical flames. All creatures in the area of effect take 1d6 damage per level of the caster each round for as long as the spell remains in effect. If a creature attempts to avoid the damage for a round by dodging out of range of the flames, it gets a save to halve the damage. The caster also takes half damage from the flames, save for 1/4. This spell is cast by humming a few notes and can be cast while immobilized.

Conjurer's Spellbook

Sighted as a Bat

Casting Time: 1 round
Casting Range: touch
Saving Throw: none
Spell Duration: 1 round per level
Area of Effect: creature touched

The creature views three dimensional shapes via a sonar-like ability instead of its normal sight. Relatively fine shape detail can be resolved, but items whose shape does not dimensionally stand out cannot be seen. For example, if a piece of parchment is sitting on a table, the table and the parchment could be seen, but it would be impossible to read anything written on the parchment or to determine its color using bat sight. Loud sounds may temporarily blind the caster.

Shadowguard

Casting Time: 1 turn
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn
Area of Effect: self

The caster's body is encased in a soft shadow that is barely perceptible to the eye but radiates magic. The first time the caster is dealt damage, the shadow absorbs some or all of the damage. The damage may be from a physical attack like a weapon, a targeted spell, or an area of effect spell. The shadow absorbs damage up to 10 hit points per level of the caster. Any excess damage from the attack goes to the caster. If the full damage from the attack is absorbed, the attack does not penetrate the shadow and it is considered not to have touched the caster. The shadow is dispelled the first time it is damaged regardless of how much damage was dealt.

Soul Ward

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn
Area of Effect: self

When the warded creature kills an enemy creature in melee combat, it gains 1 temporary hit point per caster level for the duration of the spell. Casting multiple copies of the spell on a creature has no additional effect.

Spell Stutter

Casting Time: 1 round
Casting Range: 100 feet + 10 feet per level
Saving Throw: secular
Spell Duration: 1 turn
Area of Effect: one creature

If the creature fails its saving throw, all casting times for spells he casts that have a verbal component are doubled. Use of magical items with a single keyword does not double in time, but there is a 50% chance the keyword will be botched and the action for the round will be wasted.

Conjurer's Spellbook

Surf to Stone

Casting Time: 1 round
Casting Range: 0
Saving Throw: none
Spell Duration: 1 turn per level
Area of Effect: 1 mile radius

Creatures within the area of effect turn into standard, indigenous rocks until the end of the spell duration. Each rock is approximately 1/4 the weight of the creature that was transformed and of appropriate size for a rock of that weight. At the end of the duration, the rocks turn back into creatures. If a rock was chipped or cracked, the creature will return with minor wounds. If a rock was pulverized, the creature will return dead and disfigured. Non-willing creatures are unaffected. Creatures in rock form may take no actions and are not aware of anything that is happening around them. There is a very faint aura of magic in the area, but no signs of life will be present.

Swordspeak

Casting Time: 1 round
Casting Range: touch
Saving Throw: none
Spell Duration: 1 turn
Area of Effect: one weapon

This spell imbues a weapon with the ability to imprint a copy of the thoughts of the creatures it kills. The caster may ask the weapon one question of any one creature killed by the weapon. The creature must have been dealt the fatal blow by the weapon during the spell's duration and the question must be asked before the spell duration ends. Only a yes/no question may be asked. The answer given will be truthful to the best of the slain creature's knowledge at the time it was killed. Only the caster can hear the answer. If the creature did not know the answer, the weapon does not respond but the question is expended. This spell may only be cast once every 24 hours.

Thief's Masking

Casting Time: 1 round
Casting Range: touch
Saving Throw: none
Spell Duration: 1 turn
Area of Effect: creature touched

The affected creature gives off no sound, scent, or body temperature for the duration of the spell. The suppression extends to direct contact with objects, but not beyond. No scent or heat will be transferred to objects which the creature contacts. The creature is silent while running across a stone floor and barely makes a sound walking across a creaky floor. If the creature accidentally knocks over a table, there will be no sound emitted by the creature's body hitting the table, but the sound of the table crashing to the floor will be heard as normal. This spell may be dispelled as a free action.

Conjurer's Spellbook

Thoughtcast

Casting Time: 1 round

Casting Range: 0

Saving Throw: none

Spell Duration: 1 round per level

Area of Effect: self

Once this spell is cast, it allows the caster to cast additional spells without moving or speaking. Even though he may be physically disabled, he must still be mentally alert to cast spells. Spells that require special material components cannot be cast in this manner.

Unconjure

Casting Time: 1 round

Casting Range: 100 feet + 10 feet per level

Saving Throw: negates

Spell Duration: instantaneous

Area of Effect: one creature

By means of this spell, the caster dispels one conjured creature.