

Advanced Dungeons & Dragons

Player's Handbook **2nd Edition** Rules Supplement

The
Complete
Nik Nak
Handbook

Introduction

Introduction

The information contained within these pages has been derived from a very long, drawn out campaign. We have all had these campaigns, the high level campaign where each player plays multiple characters and the game balance is blown up. Many say that no good can come from such a campaign. I beg to differ.

Game balance is essential for most campaigns, but this one in particular has been greatly enriched by its lack thereof. Sure, people have tried to restore game balance by stripping the characters of items, making a more powerful dragon (save vs. breath at -10 or be completely destroyed, the original Onyx Dragon), but these attempts have only succeeded in ruining the main reason we play the AD&D game, fun.

The Main Campaign, as I now call it, has spanned half a dozen worlds and included thousands of characters, friend and foe alike. Adventures took place in the Forgotten Realms, Kara-Tur, Greyhawk, Ansalon, Athas, Viprol, Trezelmonian and I believe some of the characters started out in Taladas, but Bill (my fellow DM) wouldn't be specific to our location.

We Spelljammed, and like our characters, our ships got way out of hand. We explored two new worlds (Viprol and Trezelmonian) and created new spells and magic items. That is what is contained within these pages. The new spells and magic items created throughout this grand campaign.

This book is also a catalog of rule changes which I have put down so as not to forget them. I have revised the attacking with shield rules and magic resistance rules. The "Magical Wavelength" rules are entirely new. The reason for this rule is explained in the description of that rule.

I have also included many nik naks, such as the Triple Crossbow, a Crossbow Speed loader, a Spelljammer "Main Gun", a weapon of planet rending mass destruction. An expanded system for creating magic items has been included for those who have the problem of the PCs creating Long swords of Speed+5 by the dozen.

Table of Contents

Introduction.....	2	Dragon, Yellow	51
Chapter 1: New Magic Items	3	Dragon, Zinc.....	52
Magic Item List.....	3	Dragon Conversion Process	53
Magic Item Descriptions.....	4		
Chapter 2: New Wizard Spells	11		
Spell List.....	11		
Spell Descriptions	12		
Chapter 3: New Wu Jen Spells.....	32		
Spell List.....	32		
Spell Descriptions	33		
Chapter 4: Advanced Rules.....	38		
Enchanting Magic Items	38		
Attacking with Shields	39		
Altering Magic Resistance	40		
Magical Wavelengths	40		
Crossbow Double Specialization	40		
Chapter 5: New Devices.....	41		
Triple Crossbow	41		
Speed Loader Mechanism.....	41		
Flaming Oil Arrow Heads.....	41		
Spelljammer Main Gun.....	42		
Teleportation System	42		
Flag Galleon Hull	43		
Chapter 6: New Monsters			
Dragon, Aluminum	44		
Dragon, Iron	45		
Dragon, Lead	46		
Dragon, Magnesium.....	47		
Dragon, Onyx	48		
Dragon, Orange	49		
Dragon, Pink.....	50		

Chapter 1: New Magic Items

New Magic Items

Alchemy Spade
Alchemy Vat
Amulet against Dragons
Amulet of Cleric Turning
Amulet of Dragon/Human change
Amulet of First Choice
Amulet of Linking
Amulet of Lycanthrope Change Control
Amulet of Mind Shielding
Amulet of Terofex
Amulet of Tyrella
Bag of Paradise
Canteen of Endless Bananas
Canteen of Endless Decanters
Canteen of Endless Eggs
Canteen of Endless Faeces
Canteen of the Otyugh
Cloak of Displacement+5
Coin of Luck
Coin of Extra Luck
Dagger of Hurling
Decanter of Endless Coca-Cola
Decanter of Endless Ooze
Decanter of Endless Urine
Egg Sling+3
Elfin Cloak of Displacement+5
Flask of Audible Grumbles
Flutter Board+1
Gem of Homosexual Detection
Gem of Teleporting
Girdle of Titan Strength
Hammer of Hurling
Helm of Vision
Improved Helm of Liaison
Main Viewer
Mancatcher of Hold Monster
Quiver of Endless Arrows
Ring of the Blade Barrier
Ring of Engagement
Ring of Ghast Aura
Ring of Lycanthrope Change Control
Ring of Magic Missiles
Ring of Spell Stealing
Robe of Nifty Looks
Shield+5 of Hovering
Staff of Aqueous
Staff of Fireballs
Staff of the Apprentice
Staff of the Archmagi
Staff of Wizardry
Sword, Spark Blade
Tactical Display (Modified Planetary Locator)
Talisman of Negative Plane Protection
Tarblesword
Teroflail
Teromace

Teroplate
Teroshield

New Magic Items

Terosword (11 types)

Token of Advancement

Wand of Continual Action

Wand of Wonder and Enchant the Ground

Wineskin of Endless Wine

New Magic Items

Magic Item Descriptions

Alchemy Spade: This magic tool appears to be a normal spade. When used to unearth soil or dirt, it performs an amazing transformation on those substances, turning them into an equal volume of feathers.

Alchemy Vat: This appears to be 9' tall, 3' diameter tube with a metal disc at each end. The Vat is accessed through a door which opens in the glass at the "front" of the vat. The Vat has several powerful enchantments. When a creature is placed within the Alchemy Vat, the user makes an Alchemy Proficiency check. If the check succeeds, the following spells may be performed with the Vat.

- Improved Polymorph Other
- Enlarge
- Reduce

Spells are considered 20th level for the purposes of Dispel Magic. If the proficiency check is failed, the recipient suffers the effects of a "Darwin's Grab Bag" spell.

Amulet Against Dragons: This amulet allows the user to turn Dragons as though they were Undead of Hit Dice equal to their age category. Each Amulet has a Turning Level and only work against dragons of opposing alignment to the character employing the Amulet. Any obliteration results are treated as automatic turning.

Amulet of Cleric Turning: This device allows the user to turn Clerics as though they were undead and the user were a Cleric. The chance of turning clerics is determined as follows;

- The level of turning is equal to half the experience level of the user.
- The type of undead the Cleric is equivalent to is determined by the Cleric's level (ie. Level 1 Cleric = Skeleton etc.).

Note that a high level character vs. many low level clerics may turn into a fairly messy situation.

Amulet of Dragon/Human Change: This is a magic item for Dragons. When this amulet is worn by a dragon (it magically sizes to fit its owner), it bestows upon the dragon the ability to Polymorph Self 3 times per day into a humanoid form. This is used by dragons such as Copper and Brass who do not possess the Polymorph Self ability but wish to move within a human society.

Amulet of First Choice: This powerful amulet allows a wizard to choose a first level spell at the time of casting as opposed to the time of memorization. It is important to note that the wizard must still spend time memorizing the first level spells (glancing over all the spells as opposed to memorizing one in particular).

Amulets of Linking: These amulets come in groups of six and bind the hit points of all creatures using them together in one large pool. To kill one bearer of the amulet of linking, you must do enough damage to kill all the people.

- If a creature has regeneration, the pool increases at the creature's regeneration rate
- If healing spells are used, they contribute to the pool, not to the individual. Thus a Heal will put the characters up very high in the hit points.
- If a spell such as Disintegrate is cast and one person fails his/her saving throw, then the other bearers must also make saving throws or suffer the effects of the spell as well.
- Area spells hitting several targets will remove from the hit point pool for each target struck.

Amulet of Lycanthrope Change Control: This Amulet allows its wearer, if infected with Lycanthropy, to attain complete control over his/her change in forms. The wearer may change to any Lycanthrope form at will and is allowed a saving throw vs. spell to avoid the change during a full moon. Even if the wearer changes during the light of a full moon, he/she remains in control of his/her body during this time.

Amulet of Mind Shielding: This protects against all mind effecting spells, including Mind Flayer mind blast attacks. The protection also extends to spells such as Hold Person, Charm Person, Suggestion and even Psionic attacks. The Amulet is, however, an

New Magic Items

impenetrable barrier from both sides, and thus any Psionic powers in which the user's mind must be in contact with the outside world are also blocked. For example, it wouldn't stop an Energy Containment, but would prevent use of Telepathy or Telekinesis.

Amulet of Terofex: This Amulet allows Clerics to turn undead as if they were two levels higher.

Amulet of Tyrella: This Amulet has several special powers. First, it contains an enchantment similar to the bracelets used by the Flaming Fist mercenary company leaders, but function only in a 10 mile radius on the plane of the user. This allows user of the amulet to communicate telepathically with any person using another Amulet of Tyrella. In addition, the Amulet is able to do a Stoneskin once per day at the 7th level of casting, which will block 1d4+3 attacks.

Bag of Paradise: This bag is basically a bag of holding except that it opens into a huge pocket dimension with either a sunny beach (50%) or a Magnificent Mansion (50%). It is a complete safe haven and may be used to by powerful adventurers to protect the weaker while they are taking them somewhere, excellent for Followers and Henchmen.

If the Bag of Paradise is destroyed (mordenkainen's disjunction etc.), all the inhabitants of the bag spill out in a pile at the location of the holder of the bag.

Note: The Bag of Paradise with the beach contains many trees which provide food for all within. The Mansion variety contains the standard servants and food contained within a Mordenkainen's Magnificent Mansion.

Canteen of Endless Bananas: This canteen shoots forth bananas in an unending amount. How hard and fast the bananas come is up to the user.

Canteen of Endless Decanters: This canteen shoots forth decanters in an unending amount. How hard and fast the decanters come is up to the user. The Canteen shoots Glass (50%) and Wooden (50%) Decanters, always in an even mix.

Canteen of Endless Eggs: This canteen shoots forth eggs in an unending amount. How hard and fast the eggs come is up to the user.

Canteen of Endless Faeces: This canteen shoots forth faeces in an unending amount. How hard and fast the faeces come is up to the user.

Canteen of the Otyugh: This canteen opens into a pocket dimension with an Otyugh inside. The hole in the canteen is too small for the Otyugh to come out, but things can be put in, and one of the Otyugh's tentacles can reach out. It is an excellent garbage disposal.

Cloak of Displacement+5: This powerful cloak combines the powers of the Cloak of Displacement and a Cloak of Protection+5. The result is;

-7 AC

Displaced as per Cloak of Displacement

+5 saving throws (Cloak of Displacement bonuses negated because Cloak of Protection bonuses overpower them)

Coin of Luck: This magic coin gives the user +1 to hit and damage as well as improving armour class by one point.

Coin of Extra Luck: This magic coin gives the user +1 to hit and damage as well as improving armour class by three points.

Dagger of Hurling: This dagger is enchanted with the same enchantment as the Axe of Hurling. It can be thrown up to 180' and will always return to the thrower. Damage inflicted is doubled (ie. 2d4 as opposed to 1d4).

Decanter of endless Coca-Cola: Similar to a Decanter of Endless Water except that it spews forth a sweet, sugary, carbonated substance known as Coca-Cola.

Decanter of endless Ooze: This is a Decanter of endless water that was accidentally linked to the Para-Elemental plane of ooze due to a mistake during its creation.

Decanter of endless Urine: This special decanter functions as a Decanter of endless Water except that the water is "processed" as it is drawn from the elemental plane of water.

Egg Sling+3: This is a special sling specially designed to throw eggs as opposed to sling bullets and sling stones. Range is halved, unless the user has a strength of 18(00) or more, where he/she gains full sling range. If metal eggs are used, they do 1d6 damage plus all normal bonuses.

New Magic Items

Elfin Cloak of Displacement+5: This is the finest in magic cloaks. It combines a Cloak of Elvenkind, Cloak of Displacement and Cloak of Protection+5. The result is;

-7 AC

Displaced as per cloak of Displacement

+2 Saving throws (to maintain game balance)

Invisibility as per Cloak of Elvenkind

Flask of Audible Grumbles: When opened, this flask issues forth loud grumbles.

Flutter Board+1: When used as a weapon, the magical flutter board does 1d4 damage with +1 to hit and damage. The board is more useful, however, in its natural habitat, the water. In water, the flutter board allows a swimming movement rate of 16 and confers water breathing. The flutter board requires only one arm to hold and the user may attack normally with the other arm, no penalties. Note - Missile weapons would not work under water very well.

Gem of Homosexual Detection: This magical Gem, when looked through, will display a large red arrow pointing downwards above the head of any homosexual which comes into its line of vision.

Gem of Teleporting: Usually containing 50 charges when found, each charge can be used for a "Teleport Without Error" spell.

Girdle of Titan Strength: The next and final step up from a Girdle of Giant strength. The Girdle of Titan Strength increases the wearer's strength to 25 giving +7 to hit and +14 to damage. See PHB for weight allowances etc. For purposes of hurling boulders, use the stone weight, range and base damage for Storm Giant Strength.

Hammer of Hurling: These magic weapons are identical to Axes of Hurling except that they are hammers and thus can be used by Clerics. They fly up to 180' and always return to the user. The base damage (1d4+1) is doubles (to 2d4+2). to determine the weapon's magic bonus, use the table found in the DMG under Axe of Hurling.

Helm of Vision: This magical helm radiates a strong dwomer. When the visor is flipped down, the user may look through the transparent red glass over the eye slit and receive the benefits of a True Seeing Spell and Eyes of the Eagle. Due to the nature of the helm, however, certain objects (containing no red) will appear black and other objects (red object) will appear invisible. DM use discretion. Constant use of the Helm of Vision will lead to head aches.

Improved Helm of Liaison: To allow easier communication between ships, the Quadrelian wizards have added several additional enchantments to the Helm of Liaison. A limited form of Clairvoyance and Clairaudience allows the captain of a ship to communicate with any other wearer of an Improved Helm of Liaison.

Main Viewer: This magical device has been designed to take information from other magical display devices such as Planetary Locaters, Portal Locaters and Helms of Liaison and display it on the screen which the viewer is composed. If the device in question also has audio, the sound comes from the screen.

This device will work with all Locater devices, Crystal Balls, Helms of Liaison and any other device the DM dictates it will work with. The Main Viewer was originally designed to work in collaboration with the Improved Helm of Liaison. At the command word ("On screen"), the main viewer will take the information from any specified scrying device and display it on the screen.

Mancatcher of Hold Monster: This magic mancatcher has no bonuses to hit or damage. It does, however, cause any creatures successfully attacked by it to make a saving throw vs. spell or be paralyzed (as per hold monster spell).

Quiver of Endless Arrows: This quiver, as its name implies, is never empty. A particular quiver will contain Sheaf Arrows (1% - 45%), Flight Arrows (46% - 95%) or both (96% - 100%). Every time the user reaches back to take an arrow, a new one will pop up in its place. All arrows are non-magical.

Although not magical themselves, the arrows are magically created and due to this fact, the arrows vanish thirty minutes after being drawn from the quiver. Because the quiver produces new arrows so rapidly, a quiver can never be put back into the quiver.

Ring of Blade Barrier: This ring can be used three times per day. When used, it creates a blade barrier (as per spell) two feet in front of the character (or in the next hex or square if in tactical combat). In some ways, the blade barrier is attached to the user's finger and may be moved left and right if the user so wishes. A strength check must be made whenever the blade barrier is to be moved as well as when it is created or the character must make a saving throw vs. death magic. Failing the strength check and saving throw results in the character dropping the blades on his/her legs, causing damage (as per blade barrier).

New Magic Items

Ring of Ghast Aura: This ring, useable once per day, surrounds the user with a stinking aura like that of a ghast. The user is not effected by the stench, but his/her companions may be.

Ring of Lycanthrope Change Control: This ring allows a character inflicted with Lycanthropy to change form at will as well as keep control over himself/herself when in the other form.

Ring of Magic Missiles: This ring shoots magic missiles as often as the user desires at a rate of one per round. The ring never runs out of charges.

Ring of Spell Stealing: This ring allows any character able to cast wizard spells to tap into the mind of an enemy Spell caster (up to 150' away, within clear sight) and gain access to his/her spells. A spell can only be stolen if the user is of high enough level to cast it. The spell must not be forbidden to the stealer. When the spell is stolen, it is cast immediately and at the level of the user of the ring. Casting time is the same. The wizard whom the spell is being taken from will loose that spell. A Ring or Amulet of Mind Shielding will prevail over the Ring of Spell Stealing.

Ring of Engagement: These are one use magic rings. Each holds a "Command" spell.

Robe of Nifty Looks: This robe appears normal unless the possessor is aware of its powers. If activated through a mental command, the robe changes in appearance. The robe will change to be whatever clothing is in style in the particular area the character is in. If combined with bracers of defense, the robe will change to resemble well polished armour.

Shield+5 of Hovering: This shield is enchanted with a "Levitate" spell which functions whenever the shield is thrown down with its arm straps face up. The Levitation spell then keeps the shield one foot from the ground at all times. A character may stand on the shield and by jumping on the shield and tilting it properly, propel himself at high speeds.

Any character using the shield must make a Dexterity to get it moving and for each change of direction. Dexterity checks for special maneuvers may be as high as -10, at the DM's discretion. First time users should also have a penalty just to get it going.

If a character devotes a Non-Weapon proficiency slot to "Shield Surfing", he/she may get the shield moving and change direction with no Dexterity check required. Special maneuvers require a Dexterity check with a modifier up to the DM. Attacks from shield back are treated as attacks from horse back except that the DM must remember that the user of the shield is a ground level.

The Base movement rate for the Shield of Hovering is 15. Faster speeds may be achieved, but a Dexterity Check must be made with a -1 to the roll for every three movement points above 15 the character is attempting. Only one check is needed, acceleration is not required. The result of a failure may cause the character to simply fall down on the shield, or a more spectacular accident, at the DM's discretion.

Staff of Aqueous: A close relative of the "Staff of the Magi", this staff has many spells, cast at the 8th level of experience. It will also do a retributive strike if overloaded or broken and can absorb spells as per the "Staff of the Magi".

The spells available to the user are as follows;

Drain 0 Charges

- Detect Magic
- Detect Life
- Read Magic

Drain 1 Charge

- Seduce Person
- Ice Missile
- Fireball
- Minor Globe of Physical Invulnerability
- Gravel Missile
- Vocalize
- Cloak from Undead

Drain 2 Charges

- Heal

New Magic Items

- Improved Polymorph Other
- Crack
- Bestow Lycanthropy
- Remove Lycanthropy

Staff of Fireballs: This staff holds up to 25 8HD Fireballs. If the staff is broken, all remaining fireballs are detonated immediately, centred on the holder of the staff.

Staff of the Apprentice: This is a junior version of the Staff of the Magi used often by students of powerful wizards who are of significant power themselves. These are more common than staves of the magi and have the following spells;

Drain 0 Charges

- Detect Magic
- Light
- Hold Portal

Drain 1 Charge

- Invisibility
- Fireball
- Knock
- Lightning Bolt
- Web
- Dispel Magic

Drain 2 Charges

- Conjure Elemental (Of the 8HD type)
- Passwall

All spells are cast at the 7th level of ability. Like the Staff of the Magi, the Staff of the Apprentice can absorb spells cast at the wizard, but can only absorb spells up to level 3. When the charge goes above 25, all charges except one are expended in a massive web spell on the holder of the staff. The staff cannot be broken for a retributive strike.

Staff of the Archmagi: This powerful magic item was created by a wizard of at least level 50. It is a double strength staff of the magi. Its powers are as follows;

Drain 0 Charges

- Detect Magic
- Enlarge
- Light
- Hold Portal
- Protection from Good/Evil

Drain 1 Charge

- Invisibility
- Fireball
- Knock
- Lightning Bolt
- Pyrotechnics
- Ice Storm
- Web
- Wall of Fire
- Dispel Magic
- Passwall

New Magic Items

Drain 2 Charges

- Whirlwind (Like that of a Djinni)
- Conjure Elemental (18hd type)
- Plane Travel
- Telekinesis (Max 400 pounds)

All spells are cast at the 16th level of ability and the staff can hold up to 50 charges. It absorbs as a staff of the Magi does, but explodes once over 50 charges. The Staff of the Archmagi is quite efficient in absorbing spell energy. For every level of the spell absorbed, the Staff of the Archmagi will gain two charges.

Staff of Wizardry: A close relative of the "Staff of the Magi", this staff has many spells, cast at the 8th level of experience. It will also do a retributive strike if overloaded or broken and can absorb spells as per the "Staff of the Magi".

The spells available to the user are as follows;

Drain 0 Charges

- Protection from Squips
- Know true Age
- Summon Micro Elemental

Drain 1 Charge

- Magic Gauss Gun
- Magic Missile
- Fire Missile
- Ice Missile
- Skeleton
- Partial Polymorph other
- Flam Fan
- Gravel Missile
- Crack
- Fur Ball

Drain 2 Charges

- Improved Polymorph other
- Iceball

Sword, Spark Blade: An enhancement to a sword (like Frost Brand, Flame Tongue etc.), Spark Blade weapons shed light in the form of sparks bouncing around their blades. Two held close will produce a Jacob's ladder effect.

When used in combat, the Spark Blade will function as a normal magical sword, except that any creature struck by it will feel a jolt. If a creature is exposed to the spark blade for a longer period of time (holding it against its skin etc.), the creature will suffer 1d6 damage from the sword's electricity. If a creature is in a conductive material (water for example) and the Spark blade is inserted in the water, the creature will also suffer the damage.

It is important to note that a spark blade should not be used to attack a creature such as a shambling mound. When such a creature is struck by a spark blade, it gains one hit die for each die of damage the sword would do, regardless of type of die. (ie. Long sword does 1d12 and would add 1HD. A 2-Handed sword would do 3d6, adding 3HD)

Tactical Display: This planetary locator (see Spelljammer box set) has been altered. Its range has been decreased to a very small distance (the size of the tactical map) and the detail of the device has been greatly enhanced. The tactical display is able to show the user (often the Spelljamming mage) exactly where all ships in the area are and what type they are. Unidentified ships may have names manually entered by the user.

Ships behind obstacles may be detected at the DM's discretion. Anything that interferes with the tactical display is also up to the DM.

Talisman of Negative Plane Protection: This piece of jewellery makes the user immune to all the effects of the Negative Material Plane. Undead who rely on the negative material plane to drain levels (Spectres, wraiths etc.) will not have their special attack take effect on the bearer of such a Talisman.

New Magic Items

Tarblesword: These weapons are Long swords of Speed+5 Black, Blue, Green, Red and White Dragon Slayer. The Tarbleswords were invented by the Wizard Tarbol as the weapon to be used by the Leaders of the Quadrelian. Each sword is forged of Mithril.

Teroflail: These weapons were created by the Lich Terofex. Each is a Flail of Disruption and Speed+5. These weapons are forged of Adamant.

Teromace: A lesser weapon related to the Teroflail. The Teromaces are Maces of Disruption+5 forged of Adamant.

Teroplate: This type of armour is Full Plate+5 of Blending, forged of Adamant.

Teroshield: The Teroshields are Shields+5 with either Fire Shield or Chill Shield built in. Any attack missing but coming within six of the "to hit" number causes the attacker to take damage from the fire shield as per the spell. The user of the shield does not. Note that if the armour class of the shield user is so good that a twenty is the only number that will hit then twenty is considered the "to hit" number, thus a 15 or higher will cause the fire shield effect.

Terosword: There are eleven types of Teroswords. All except the Spark Blade type were invented by Terofex. The Spark Blade is an addition to the collection prompted by Tarbol.

- 1) Long sword of Speed+5 Flame Tongue
- 2) Longsword of Speed+5 Frost Brand
- 3) Longsword of Speed+5 Spark Blade
- 4) Longsword of Speed+5 Flame Tongue, Holy Avenger
- 5) Longsword of Speed+5 Frost Brand, Holy Avenger
- 6) Broadsword of Speed+5 Flame Tongue
- 7) Broadsword of Speed+5 Frost Brand
- 8) 2-Handed Sword of Speed+5 Flame Tongue
- 9) 2-Handed Sword of Speed+5 Frost Brand
- 10) 2-Handed Sword of Speed+5 Flame Tongue, Holy Avenger
- 11) 2-Handed Sword of Speed+5 Frost Brand, Holy Avenger

Note: Terofex no longer creates Teroswords, having become a full fledged God. Teroswords are still around and change hands every now and then (as with all Tero-equipment), but most still rest in the hands of the original owners, many of which are Quadrelian.

Token of Advancement: This magic coin, if taken between the thumb and forefinger and squeezed, will vanish, making a "ping noise". Instantly, the character who used the token will gain exactly enough experience to advance to his/her next level. The tokens work for members of any race or class. A level 0 character using a Token of Advancement will become a Level 1 Fighter.

Wand of Continual Action: Each time this wand is used, the target of the wand will be able to perform strenuous action for an extended period of time.

Wand of Wonder and Enchant the Ground: When this item is used, the target location (within 100') is enchanted with a random Wand of Wonder spell in a 5' radius. Anyone entering this area will be effected by the spell.

Wineskin of Endless Wine: This magical wineskin produces wine in an endless amount. The operation of the wineskin is the same as that of a Decanter of Endless Water.

Chapter 2: New Wizard Spells

New Magic User Spells

Level 1

Magic Gauss Gun (Evoc.)
Magic Mushroom (Evoc.)
Monster Summoning 0 (Conj./Summ)
Protection from Squips (Abj.)

Level 2

Affect Normal and Magical Fires (Alt.)
Alarm System (Abj.)
Bestow Squip (Abj.)
Flame Fan (Evoc.)
Ghast Stink (Evoc.)
Hardbody (Alt.)
Improved Indigestion (Evoc.)
Loud (Ill/Phant.)
Mushroom Cloud (Evoc.)
Partial Polymorph other (Alt.)
Poltergeist (Nec.)
Remove Squip (Abj.)
Seduce Person (Enc./Charm)
Skeleton (Nec.)
Summon Micro Elemental (Conj./Sum)
Tarbol's Fire Missile (Evoc.)
Trujek's Ice Missile (Evoc.)
Visalt (Alt.)
Web Spray (Evoc.)

Level 3

Cause Impotence (Nec.)
Create Rabbit (Conj.)
Crushing Balls (Evoc.)
Cure Impotence (Nec.)
Fur Ball (Evoc.)
Hecuva (Nec.)
Janacine's Seige Nuke (Evoc.)
Know True Age (Div.)
Mushroom Ball (Evoc.)
Protection From Homosexuals (Evoc.)
Snapping Bra (Evoc.)
Zombie (Nec.)

Level 4

Dimension Mushroom (Alt.)
Haunt (Nec.)
Revnant (Nec.)
Remove Brain (Alt.)
Replace Brain (Alt.)

Level 5

Cone of Mushrooms (Evoc.)
Crack (Evoc.)
Darwin's Grab Bag (Alt.)
Ghoul (Nec.)
Gravel Missile (Evoc.)
Minor Globe of Physical Invulnerability (Alt.)
Neonund's Nifty Nuke (Evoc.)

Level 6

Chain Mushroom (Evoc.)
Ghast (Nec.)
Iceball (Evoc.)
Improved Polymorph Other (Alt.)
Mummy (Nec.)
Improved Summon Fire Elemental (Conj/Summ)
Flesh to Plush (Alteration)
Plush to Flesh (Alteration)

Level 7

Bestow Lycanthropy (Alt., Conj/Summ)
Delayed Blast Mushroom Ball
Remove Lycanthropy (Alt., Conj/Summ)

Level 8

Banshee (Nec.)
Polymorph into Mushroom (Alt.)

Level 9

Beholderblast (Evoc.)
Destroy Undead (Nec.)
Golem (Nec.)
Improved Curse (Abj.)
Lich (Nec./ Alt.)
Mushroom Swarm (Evoc.)
Tactical Nuke (Evoc.)
Re-Animate (Nec.)
Spectre (Nec.)
Spelluserbane (Evoc.)
Vampire (Nec.)
Wraith (Nec.)
Conjure 22HD Elemental (Conj./Summoning)

New Wizard Spells

Level 1 Spells

Magic Gauss Gun

(Invoc./Evoc.)

Range: 60 yards + 10 yards/level

Components: V, S

Duration: Instant

Casting Time: 1

Area of Effect: Special

Saving Throw: None

This spell is identical to magic missile with regard to damage, range, duration etc. There is only one difference. Instead of conjuring up missiles which do 1d4+1 damage, Magic Gauss Gun conjures up many sharp pieces of metal, each doing a single point of damage. Higher level mages will send a blizzard of sharp pieces of metal at their foes. The pieces of metal may be directed by the wizard at different targets. Once damage is rolled, the player may decide how many pieces he/she wants directed at which targets (ie. from 38 points, direct five at each of the six orcs and the eight at the Kobold.)

Note that this spell is often used in the preparation of swiss cheese.

Magic Mushroom

(Invoc./Evoc.)

Range: 10 yards + 10 yards/level

Components: V, S

Duration: Instant

Casting Time: 1

Area of Effect: 1 target

Saving Throw: None

This spell fires energy blasts shaped like mushrooms. For every two levels the caster may fire an additional mushroom with this spell (ie. 1 at level 1 & 2, 2 at level 3 & 4 ...) Each mushroom does 1d6 damage.

Monster Summoning 0

(Conj./Summ.)

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 1

Area of Effect: 30' radius circle on the ground

Saving Throw: Nil

This spell summons a large quantity of small, annoying creatures known as squips. The spell summons a total of 50 squips, placing them scattered throughout the area.

Although Squips are not particularly harmful, they can be quite annoying. Whenever anything comes in contact with a squip, there is a 1 in 3 chance that the squip will elect to attach itself onto the object. A roll to Bend Bars must be done to remove the squip. A squip on the leg slows movement (to half), a Squip on the arm gives penalties to strike. A squip on the face may blind or even suffocate.

Protection from Squips

(Abjuration)

Range: Touch

Components: V, S

Duration: 1 Round/Level

Casting Time: 1

Area of Effect: 1 Person

Saving Throw: Nil

New Wizard Spells

This spell keeps any squips from approaching within 5' of the recipient. If the spell is cast when a squip is already within 5', it is pushed outside the spell radius unless it is latched onto the character.

Level 2 Spells

Affect normal and magical fires

(Alteration)

Range: 10 yards/level

Components: S

Duration: 4 rounds/level

Casting Time: 1

Area of Effect: Person touched

Saving Throw: None

Allows the caster to control normal fires. When attacked by a fire based spell, he/she won't be affected if a save vs. spell is successful, and the spell can be turned against the caster of the offensive spell.

Alarm System

(Abjuration)

Range: 20 yards

Components: S, M

Duration: 8 hours + 1 hour/level

Casting Time: 5

Area of Effect: up to 40 foot cube

Saving Throw: None

This is a higher power alarm spell. When creatures approach the party, the entire party will be awakened and given information about the approaching threat. If the party lays in ambush, they may gain a +4 initiative if the approaching creatures are unaware of them.

Bestow Squip

(Conjuration/Summoning)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 2

Area of Effect: 1 Target

Saving Throw: Nil

When this spell is cast, the caster must successfully strike an opponent. Upon touching the target, a Squip will appear on the target and will stick until a Wish or Remove Squip is used. Where the target hits and the effect of the Squip appearing on that body part is up to the DM.

Flame Fan

(Evocation)

Range: 5'

Components: S

Duration: Instantaneous

Casting Time: 1

Area of Effect: 120 degree arc

Saving Throw: Nil

This is a more powerful version of Burning Hands spell. The damage is 1D6 plus 4 points of damage per level of the caster.

New Wizard Spells

Ghast Stink

(Evocation)

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: Person Touched

Saving Throw: Special

This spell surrounds the recipient with an aura identical to that of a Ghast. If the target is unwilling, a strike must be made and the target is entitled to a saving throw vs. spell to negate the effect.

Hardbody

(Alteration)

Range: Touch

Components: S, M

Duration: Special

Casting Time: 5

Area of Effect: 2 Creatures Touched

Saving Throw: None

When this spell is cast on two creatures (the caster may be one of them), the spell recipients are granted an armour class of 2 or 2 points of additional protection. Placing the spell on only one single recipient does not give any additional benefits.

Improved Indigestion

(Evocation)

Range: Touch

Components: V, S

Duration: 3D20 rounds

Casting Time: 3

Area of Effect: Person touched

Saving Throw: Special

When this spell is cast, the caster must make a successful attack roll. If the attack roll succeeds, the recipient is infected with the spell. Anyone infected with the spell must make a saving throw vs. death every round the spell is in effect or vomit.

When a target begins to vomit, his/her constitution is considered 3 with regard to constitution checks for the duration of the spell. The person may not attack or cast spells, and his/her weight has a 50% chance of being reduced each round by 1D4 pounds.

In addition to weight loss, anyone who is vomited upon must make a constitution check or be infected with the spell as well.

Loud

(Illusion/Phantasm)

Range: 120 yards + 20 yards/level

Components: V, M

Duration: 6 Rounds/level

Casting Time: 1

Area of Effect: Hearing range

Saving Throw: None

This spell allows the caster to yell with the volume of eight men per level of the caster. Note that the volume will be ear shattering near the caster.

Mushroom Cloud

(Evocation)

New Wizard Spells

Range: 40'

Components: V, S

Duration: 1 round/Level

Casting Time: 2

Area of Effect: 10' cube cloud

Saving Throw: Neg.

When this spell is cast, it summons a cloud of weightless, rotting mushrooms. The mushroom cloud acts identical to a stinking cloud.

Partial Polymorph Other

(Alteration)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 2

Area of Effect: 1 body part

Saving Throw: Special

This spell works similar to Polymorph other except that there are no mental effects and only one body part of the target (arm, leg, finger, head etc.) is polymorphed. The target is allowed a saving throw vs. spell to escape the effects. No system shock roll is required. The spell can only be reversed by a wish, dispel magic or second partial polymorph other. The mage cannot command the spell to end because it will not listen to him/her.

Poltergeist

(Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 Body

Saving Throw: None

This spell animated a single dead, humanoid body as a poltergeist. The Poltergeist cannot wander more than 100 feet from where the body was animated. See the Monstrous Compendium for a description of Poltergeists.

Remove Squip

(Abjuration)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 2

Area of Effect: 1 Person

Saving Throw: Nil

This spell causes any squips attached to the person touched to fall off and sit on the ground.

Seduce Person

(Enchantment/Charm)

Range: 10 yards + 10 yards/Level

Components: V, S

Duration: 10 Turns/Level

Casting Time: 2

Area of Effect: 1 Person

Saving Throw: Neg.

New Wizard Spells

The target of this spell is entitled to a saving throw vs. spell (-2 if the caster is beautiful and of the opposite sex, +4 if the caster is of the same sex). Characters with "questionable" tendencies use the opposite modifiers (+4 for opposite sex, -2 for same sex). If the target fails its saving throw, he/she will view the caster with great lust and desire which will cause him/her to abandon any and all other actions to seek intercourse with the caster of the spell.

Skeleton

(Necromancy)

Range: Special

Components: V, S, M

Duration: Permanent

Casting Time: 2

Area of Effect: 10' Cube

Saving Throw: Nil

This spell animates all dead bodies in the area of effect as skeletons. In order to be animated, the bodies must be piled in the area and the caster must be touching at least one body.

Summon Micro Elemental

(Conjuration/Summoning)

Range: Special

Components: V, S

Duration: Special

Casting Time: 2

Area of Effect: Special

Saving Throw: None

This spell summons a tiny elemental from one of the elemental planes (or Para-Elemental planes). The elemental is 2" tall and has the following statistics.

AC 0, HD 1-1, HP 7, Thac0 20, #AT 1, Damage 1D4, Size T, Morale 10, XP 15.

The elemental appears 2D6 feet from the caster. It looks like a smaller version of its type and will possess similar characteristics (ie. a Micro Fire Elemental will set things on fire etc.). The Micro Elemental will stay until it has performed its job. At this time, there is still a chance (at the DM's Discretion) that the Micro Elemental will grow attached to the caster and opt to stay. If the caster has no familiar, the Micro Elemental may be adopted as a familiar, also at the DM's Discretion.

Tarbol's Fire Missile

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S

Duration: Instant

Casting Time: 2

Area of Effect: 1 Target

Saving Throw: None

This spell is a cross between Magic Missile and Fireball. It hits a single target, unerringly, with no saving throw. It does 1D6 damage per level of the caster. Because this spell has adopted one of magic missile's better traits, it has no saving throw for half damage. Fire missile is only a single missile growing more powerful at higher levels and is thus unable to attack multiple targets.

Trujek's Ice Missile

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S

Duration: Instant

Casting Time: 2

Area of Effect: 1 Target

New Wizard Spells

Saving Throw: None

This spell is an Ice counterpart to Fire Missile.

Visault

(Alteration)

Range: Touch

Components: S

Duration: 4D4 round + 4 round/level

Casting Time: 1

Area of Effect: Person Touched

Saving Throw: Special

This spell allows the caster to alter the appearance of the recipient dramatically. It can add or remove height up to half the recipient's height and can change skin, hair and eye colour. Thus with several of these spells, a person's appearance can be changed from that of a fair maiden to a troll. If the recipient is unwilling, he/she is allowed a save vs. spell with -4 penalty to avoid the spell's effect.

Web Spray

(Evocation)

Range: Special

Components: V, S

Duration: Instant

Casting Time: 2

Area of Effect: 50' Long Cone, 5'-20' Wide

Saving Throw: Neg.

This spell casts a cone of strands similar to that of a Web spell. This spell can effectively web targets in place, to walls etc. A target is allowed a save vs. spell at -2 to avoid the Web Spray when it is cast. A target then may cut or break themselves out of the web at the following rate;

Cut - 1 strand per attack/round

12-17 Strength - 1 strand per round

18+ Strength - 2 strands per round

Once a target has broken 6 strands, he/she is allowed a save vs. spell (no penalty) to escape the web, or must break an additional 6 strands before saving again. The strands are flammable, and if lit aflame, all creatures entrapped within the Web suffer 2D4 damage as the Web is destroyed. Note that all creatures within are freed when the web is destroyed.

Level 3 Spells

Cause Impotence

(Necromancy)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 3

Area of Effect: 1 Target

Saving Throw: None

When this spell is cast, the caster must make a successful attack roll to hit the target. If the hit is successful, the target suffers 1D6 damage and is doubled over in pain for 3D6 rounds, unable to perform any action. In addition, the recipient is unable to perform any sort of sexual activity until a "Cure Impotence" is cast.

Create Rabbit

New Wizard Spells

(Conjuration/Summoning)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 3

Area of Effect: 1 Hat

Saving Throw: N/A

When this spell is cast, the mage brings into existence a fully grown, cute fuzzy rabbit. The final Somatic component of the spell is to reach into a hat the caster is holding. The Caster then "Pulls a rabbit out of the Hat". The DM is free to have all the fun in the world with this spell. If the time and place are appropriate (ie. the players are not abusing the spell and something either funny or useful can come out of it.) then the casting of the spell will be accompanied by some sudden streak of luck for the caster and his/her party. Such a use might include the mage of a stranded party casting the spell, and a rescue ship suddenly finding them. This is completely up to the DM's discretion. If this spell is used too often, the character may simply "run out of luck".

The rabbit created is a normal rabbit and has no exceptional traits except for the streak of luck which may accompany its arrival. The rabbits are permanent and may not be dispelled. Once created, they may live and breed as normal rabbits. The Material component of this spell is a hat which is NOT consumed in the casting. Top hats are most appropriate, but any head covering large enough to conceal a rabbit may be used for the spell.

Crushing Balls

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S, M

Duration: Instant

Casting Time: 3

Area of Effect: 20-foot radius

Saving Throw: Half

When this spell is cast, all male characters in the area of effect take 1D4 damage per levels of the caster. The targets are doubled over in pain for 3D6 rounds, unable to act, unless a saving throw vs. spell is successful. Regardless if the saving throw was successful or not, the recipients are unable to perform any sort of sexual activity until a cure impotence is cast.

Cure Impotence

(Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 3

Area of Effect: 1 person

Saving Throw: None

When this spell is cast, it removes any form of magical impotence caused by a Crushing Balls spell, Cause Impotence or any other such spells. The material component for the spell is a pair of rubber balls which are consumed when the spell is cast.

Fur Ball

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S, M

Duration: Instant

Casting Time: 3

Area of Effect: 20-foot radius

Saving Throw: None

New Wizard Spells

When this spell is cast, it conjures a huge ball of fur in the same area (and range etc.) as a Fireball spell. The fur does no damage, but any who were within the area when the spell was cast may be suffocated or entangled. Details on this are up to the DM. In addition, the Fur is very flammable. If set on fire, it will ignite as a fireball of half the caster's level.

Hecuva

(Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 3

Area of Effect: 1 Body

Saving Throw: None

This spell animates a single body as a Hecuva (See Monstrous Compendium).

Janacine's Seige Nuke

(Invoc./Evoc.)

Range: 10 yards + 10 yards/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: 4-yard radius per level of the caster

Saving Throw: Half

This spell is similar to a Fireball and when first learned at level 5 will be identical, a 5d6 explosion in a 20-foot radius with a 60 yard range. Instead of the damage increasing at higher levels, however, the damage remains constant but the radius increases. Note that the range increases faster than the radius. The Material Components are the same as those of the Fireball spell.

Know True Age

(Divination)

Range: Touch

Components: V, S

Duration: 1 round

Casting Time: 3

Area of Effect: Person touched

Saving Throw: None

This spell allows the caster to determine the exact biological age of the caster. This spell may be used to tell the exact extent of magical aging so the wizard knows just how far to go when trying to reverse it (by the Restore Youth spell or Elixirs of Youth etc.)

Mushroom Ball

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S

Duration: Instant

Casting Time: 3

Area of Effect: 20-foot radius

Saving Throw: Half

This spell acts as a Fireballs pellation except that the damage is caused by a large mushroom which appears in the centre and explodes in a powerful concussion blast.

Protection from Homosexuals

(Evocation)

New Wizard Spells

Range: Touch
Components: V, S
Duration: 1 Month/Level
Casting Time: 5
Area of Effect: Person Touched
Saving Throw: None

When this spell is cast, the recipient is surrounded by a magical field of protection. The field lasts until the duration expires, or until the caster wishes it to end.

If any homosexual person tries to approach within 5' of the recipient, he/she will encounter an impenetrable wall of force.

Snapping Bra

(Evocation)

Range: 10 yards + 10 yards/Level
Components: V, S, M
Duration: Instant
Casting Time: 3
Area of Effect: 20-foot radius
Saving Throw: Half

When this spell is cast, all females within the area of effect receive 1D4 damage per level of the caster and must save vs. Spell or be doubled over in pain for 3D6 rounds, unable to act. The material component for this spell is an elastic which is snapped when the spell is cast.

Zombie

(Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 3
Area of Effect: 1 Body
Saving Throw: None

This spell animates a body touched by the caster as a Zombie (See Monstrous Compendium Vol. 2)

Level 4 Spells

Dimension Mushroom

(Alteration)

Range: Sight
Components: V, S, M
Duration: Instant
Casting Time: 4
Area of Effect: Special
Saving Throw: None

When this spell is cast, the caster must stand on a mushroom (of any size) and can teleport to any other mushroom within sight.

Haunt

(Necromancy)

Range: Touch
Components: V, S, M

New Wizard Spells

Duration: Permanent
Casting Time: 4
Area of Effect: 1 Body
Saving Throw: None

This spell animates a single body as a Haunt (See Monstrous Compendium)

Revnant (Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 4
Area of Effect: 1 Body
Saving Throw: None

This spell animates a body as a Revnant (See Monstrous Compendium).

Remove Brain (Alteration)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: 1 Brain
Saving Throw: Neg.

This spell removes a recipient's brain and places it in his/her lap. Unwilling subjects are entitled to a save vs. spell at +5 to avoid the spell's effects. The brain is magically sustained for 1 day per level of the caster and can be restored with a replace brain at any time during that duration with no permanent harm. If the brain is damaged, the character will suffer brain damage. Note: this type of damage must be healed with a Heal or Wish spell.

Replace Brain (Alteration)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: 1 Brain
Saving Throw: Neg.

This spell causes a brain sitting in a recipient's lap to be teleported into the body and magically attached. The body must have an empty cranial cavity to accept the brain. A system shock check must be made to see if the body accepts the brain. This is not necessary if the brain is going back into the body it came from.

Level 5 Spells

Cone of Mushrooms (Evocation)

Range: Special
Components: V, S
Duration: Instant
Casting Time: 5
Area of Effect: 50' Long Cone, 5'-20' Wide

New Wizard Spells

Saving Throw: Half

This spell causes a swarm of hard, stale mushrooms to jet forth from the caster's hand at a high velocity causing 1D4+1 damage per level of the caster, save vs. spell for half.

Crack

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S

Duration: Instant

Casting Time: 5

Area of Effect: 30-foot radius

Saving Throw: Half

When this spell is cast, all targets in the area of effect suffer 1D6 damage per level of the caster, save vs. spell for half. Half of the damage is from fire damage, the other half from cold damage. The spell takes two seconds to take effect, the first second is fire damage, the second is cold damage.

Any brittle objects within the area of effect must save vs. crushing blow or be shattered by the crack spell. This includes all glass, stone and most metal.

Darwin's Grab Bag

(Alteration)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 1 Person/Creature touched

Saving Throw: Special

This spell causes the recipient to undergo a sudden, unorthodox transformation. Each part of the target is effected separately and is allowed a saving throw vs. Polymorph to avoid the change. Each limb as well as the head and torso of the target of the spell must roll on the appropriate tables provided below. Each part undergoes 2d4 modifications.

Table 1 - Arm/Leg/Limb modifications

Roll 1D4

Table (1-2)

- 1) New Limb type (Table 2)
- 2) Limb Enlarged by (1D6x10)%
- 3) Limb now made of wood
- 4) Colour Change (Table 5)
- 5) Limb turns to rubber
- 6) Limb becomes made of stone
- 7) Gain extra Digit
- 8) Loose one Digit
- 9) Colour Change (Table 5)
- 10) Limb reduces by (3D10)%
- 11) Extra Limb (Table 2)
- 12) Limb Enlarges by (8D20)%
- 13) Any Digits grow claws
- 14) Colour Change (Table 5)
- 15) Chameleon Colour
- 16) Colour Change (Table 5)
- 17) Extra Limb (Table 2)
- 18) Limb reduces by (4D20)%
- 19) Loose one Digit
- 20) Grow 1D4 Limbs (Table 2)

Table (3-4)

- 1) New Limb Type (Table 2)
- 2) Limb Grows Feathers
- 3) Limb grows scales
- 4) Limb becomes Spider like
- 5) Colour Change (Table 5)
- 6) 360 degree swivel joint
- 7) End becomes pincer (1D6)
- 8) Limb grows Fur
- 9) Grows long, stringy hair
- 10) Colour Change (Table 5)
- 11) Extra Limb (Table 2)
- 12) Limb Enlarges by (3D10)%
- 13) Develops Exo-Skeleton
- 14) Grows 2D6 Spines (Below)
- 15) 360 degree swivel joint
- 16) Webbed Fingers/Toes
- 17) Extra Limb (Table 2)
- 18) Limb reduces to 1/12 size
- 19) Gain extra Digit
- 20) Roll Five Times

New Wizard Spells

- Spines do 1D2 damage and may also be fired as missiles with the same range as a sling. Spines grow back each month.
- When an additional limb grows, it grows near the limb the modification was rolled on. The new limb also gets 1D6 transformations applied to it.
- If a modification would be repetitive (ie. Scales on a Lizard Man etc.), the modification will;
 - 1-50% - Amplify the trait
 - 51-100% - Reverse (ie. claws become nails, scales skin.)

Table 2 - Limb Types

Roll 1D12

- 1-3) Humanoid Arm
- 4-5) Humanoid Leg
- 6-7) Animal Leg
- 8) Animal Leg with Hoof
- 9) Leg with Wheel
- 10) Wing
- 11) Fin
- 12) Tentacle

Table 3 - Head Modifications

Roll 1D4

Table (1-2)

- 1) Eyes on Stalks
- 2) Remove one Eye
- 3) Add one Eye
- 4) Grow Antennae
- 5) Lateral moving Jaw
- 6) Pointed Ears
- 7) Elephant Ears
- 8) Mandibles
- 9) Snake Tongue
- 10) Nose & Mouth Become snout
- 11) Longer nose (4D20)%
- 12) Shorter nose (4D20)%
- 13) Colour Change (Table 5)
- 14) Extra Ear
- 15) Head becomes cone shape
- 16) Remove one Ear
- 17) Sharper Teeth
- 18) Extra Jaw
- 19) 1D6 Horns (3D20 inches)
- 20) Remove one Mouth

Table (3-4)

- 1) Blank Face
- 2) Elongated head
- 3) Gills
- 4) Face on Back of Head
- 5) Face upside down
- 6) Nose and mouth become beak
- 7) Re-Locate Eyes (DM's choice)
- 8) Scales
- 9) Feathers
- 10) Fur
- 11) Colour Change (Table 5)
- 12) Altered Voice Box (DM's choice)
- 13) Head increases by (3D20)% size
- 14) Head reduces by (3D20)% size
- 15) Hair Grows (Length DM's Choice)
- 16) Extra mouth
- 17) No Teeth
- 18) 1D3 Horns (4D4 inches long)
- 19) Colour Change
- 20) Enlarged Forehead

Table 4 - Body Modifications

Roll 1D4

Table (1-2)

- 1) Scales
- 2) Feathers
- 3) Dorsal Fin
- 4) Mane
- 5) Exo-Skeleton
- 6) Add extra Limb (Table 2)
- 7) Colour Change (Table 5)
- 8) Become Hump-Backed

Table (3-4)

- 1) Colour Change (Table 5)
- 2) Fur
- 3) Plates on Back
- 4) Pronounced spine
- 5) Colour Change (Table 5)
- 6) Add extra Limb (Table 2)
- 7) Size Increase (5D20)%
- 8) Size Decrease (5D20)%

Table 5 - Colour Change

Roll 1D12

- 1) Red
- 2) Blue
- 3) Yellow
- 4) Green

New Wizard Spells

- | | |
|-----------|-----------------------|
| 5) Purple | 6) Orange |
| 7) Pink | 8) Brown |
| 9) Black | 10) White |
| 11) Plaid | 12) Mix (DM's Choice) |

The Material Component for this spell is a set of dice, a lump of clay and the recipient of the spell. The recipient is NOT consumed in the casting.

Ghoul

(Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 1 Body

Saving Throw: None

This spell animates a dead body as a Ghoul (See Monstrous Compendium)

Gravel Missile

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S, M

Duration: Instant

Casting Time: 5

Area of Effect: 20-foot radius

Saving Throw: Half

This spell causes a large rock to appear at the centre radius and explode, causing all within the area of effect to suffer 2D4 damage per level of the caster, save vs. spell for half. The stone does not extend beyond the spell's radius. The gravel is magically created, but will not vanish later, thus this spell leaves rubble in its wake.

Minor Globe of Physical Invulnerability

(Abjuration)

Range: 0

Components: V, S, M

Duration: 1 round/Level

Casting Time: 4

Area of Effect: 5-foot radius sphere

Saving Throw: None

This spell effectively renders the caster "+1 or better to hit". The material component is a glass or crystal bead which is crushed when the spell is cast.

Neomund's Nifty Nuke

(Evocation)

Range: 60 yards

Components: V, S, M

Duration: Instant

Casting Time: 5

Area of Effect: Special

Saving Throw: None

When this spell is cast, up to 10 foes of 2 Hit Dice or less are instantly struck dead, no saving throw. The material component is nightshade.

New Wizard Spells

Level 6 Spells

Chain Mushroom

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

When this spell is cast, it causes a giant 3' wide mushroom shaped energy field to appear and begin to bounce from one target to another. In all functions, the spell is identical to Chain Lightning.

Ghast

(Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 4

Area of Effect: 1 Body

Saving Throw: None

This spell animates a body as a Ghast (See Monstrous Compendium)

Iceball

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S, M

Duration: Instant

Casting Time: 3

Area of Effect: 20-foot radius

Saving Throw: Half

This spell is like a cold fireball. It is identical to Fireball with respect to filling area and spreading out when contained to fill hallways etc. This spell is more powerful, doing 2D6 per level of the caster.

Improved Polymorph Other

(Alteration)

Range: 5 yards/Level

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: 1 Target

Saving Throw: None

This spell acts just like the 4th level "Polymorph Other" except that it does not allow a saving throw to avoid the change. The regular rules apply with respect to weather or not the target takes on the mentality of the new form.

Mummy

(Necromancy)

Range: Touch

New Wizard Spells

Components: V, S, M
Duration: Permanent
Casting Time: 3
Area of Effect: 1 dead body
Saving Throw: None

This spell, when cast on a dead body, animates the body as a Mummy. Note: there must be a coffin nearby to rest in and it is treated as a normal mummy in all respects (including being resurrected as a 7th level fighter).

Improved Summon Fire Elemental (Conjuration/Summoning)

Range: 160 yards
Components: V, S
Duration: 2 Turns/Level
Casting Time: 3 rounds
Area of Effect: Special
Saving Throw: None

This spell acts as the Priest Spell "Conjure Fire Elemental" except that it always summons a 16HD Fire Elemental. It is identical to the priest spell with regards to maintaining concentration while controlling the Elemental etc.

Flesh to Plush (Alteration)

Range: 10 yards/Level
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Special

This spell acts as a Flesh to Stone spell in every respect except that it transforms the recipient to a plush form, like that of a stuffed animal.

Plush to Flesh (Alteration)

Range: 10 yards/Level
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Special

This spell acts as a Stone to Flesh spell in every respect except that it functions on Plush objects as opposed to stone objects. If an actual plush object is turned to flesh, then there is a 50% chance that it is flesh all the way through, and a 50% chance that the spell improvised bones, blood and organs inside.

Level 7 Spells

Bestow Lycanthropy (Alteration, Conj./Summoning)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round

New Wizard Spells

Area of Effect: person touched
Saving Throw: Neg.

When this spell is cast, the caster must successfully strike an opponent. If the target fails a saving throw vs. spell, he/she is infected with Lycanthropy. The disease can be removed as any case of Lycanthropy. The material component is a piece of a creature infected with Lycanthropy already.

Delayed Blast Mushroom Ball (Evocation)

Range: 10 yards + 10 yards/Level
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: See Below
Saving Throw: 1/2

This spell is identical to the spell "Delayed Blast Fireball" except that instead of creating a Gem, it creates a Mushroom which then grows and explodes in a concussion blast when the delay runs out.

Remove Lycanthropy (Alteration, Conj./Summoning)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Person Touched
Saving Throw: Neg.

When this spell is cast, it cures Lycanthropy. If the recipient is not a willing one, a save vs. spell is allowed. This does not effect natural Lycanthropes.

Level 8 Spells

Banshee (Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 4
Area of Effect: 1 Body
Saving Throw: None

This spell animates a single dead body as a Banshee (See Monstrous Compendium). Note that it must be that of a dead, evil, female elf.

Polymorph Into Mushroom (Alteration)

Range: 10 yards/Level
Components: V, S
Duration: Permanent
Casting Time: 8
Area of Effect: Special
Saving Throw: None

New Wizard Spells

This spell acts like the level 6 spell "Improves Polymorph Other" (See above) except that the target always becomes a large mushroom (about 2' tall).

Level 9 Spells

Beholderblast

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S, M

Duration: Instant

Casting Time: 1 Round

Area of Effect: 1 Target

Saving Throw: Neg.

This is a powerful spell which, when cast, causes the target to make the following saving throws.

Save vs. spell or be Slain

Save vs. Poison or die of Poison

Save vs. Spell or be Disintegrated

Save vs. Spell or be Charmed

Save vs. Spell or be Disintegrated

Save vs. Spell or be Disintegrated

Save vs. Spell or be Disintegrated

If the recipient fails any one saving throw, the spell is terminated at that point. The spell first tests the target's saving throws (to determine level) and if they are good, it tries to charm them. If not, it attempts to destroy them.

The material component of the spell is a Beholder eye which is consumed in the casting.

Destroy Undead

(Necromancy)

Range: 5 yards/Level

Components: V, S, M

Duration: Permanent

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell destroys one Hit Die of undead per level of the caster. The material component of the spell is a priest's holy symbol, which is not consumed in the spell.

Golem

(Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 9

Area of Effect: 1 statue

Saving Throw: None

This spell animates a statue as a particular type of golem with standard golem statistics. An Iron Statue becomes an Iron Golem, a Stone Statue becomes a Stone Golem etc. Statue types which do not have accompanying golem types (Gold, Platinum etc.) leaves the DM plenty of Leeway with regard to the Golem's Capabilities.

Improved Curse

New Wizard Spells

(Abjuration)

Range: 5 feet

Components: V, S

Duration: Special

Casting Time: 2 rounds

Area of Effect: 1 Person

Saving Throw: None

When this spell is cast, the caster may put any curse he/she wished upon the recipient with one limitation. The worse the effect of the curse, the easier it is to remove. A curse which causes the character to die will be easy to remove, while a simple curse such as to always have an itchy nose etc. will be much more difficult to remove.

Lich

(Necromancy/Alteration)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 3 Days

Area of Effect: Self

Saving Throw: None

When this spell is cast, the Caster enters Lichdom. If the character is Neutral or Evil, See Lich in the Monstrous Compendium. If the character is of Good alignment, see the Archlich in the Spelljammer accessory "Lost Ships". The caster must have a Phylactery (or other magic item if of good alignment) which is the material component of the spell. This obtains the same effect as enter Lichdom the standard way except that the character has no chance of dying in the process. This spell may only be reversed by a Wish Spell.

Mushroom Swarm

(Evocation)

Range: 10 yards + 10 Yards/Level

Components: V, S

Duration: Instant

Casting Time: 9

Area of Effect: 40' radius

Saving Throw: 1/2

This spell causes a large mushroom to appear at the centre of the area of effect and explode outwards, causing a concussion blast to all within the area of effect for 2D6 damage per level of the caster. This spell's main advantage is that it has a very large area of effect, it's radius is twice that of a fireball.

Re-Animate

(Necromancy)

Range: 5'

Components: V, S, M

Duration: Permanent

Casting Time: 9

Area of Effect: 15' Rad

Saving Throw: None

This spell restores 5-10 Undead within the radius to full strength, even if they have been destroyed by a high level cleric.

Restore

(Necromancy)

Range: 0

Components: V, S

New Wizard Spells

Duration: Permanent
Casting Time: 9
Area of Effect: 15' Radius
Saving Throw: None

This spell restores D% hit points to all undead and 2D20 hit points to all living creatures within the area of effect.

Spectre

(Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 9
Area of Effect: 1 Body
Saving Throw: None

This spell animates a single body as a Spectre (See Monstrous Compendium)

Spelluser Bane

(Evocation)

Range: 10 yards + 10 yards/Level
Components: V, M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Half

When this spell is cast, it causes four targets selected by the caster to be effected by Melf's Acid arrow. If less than 4 targets are available, then the wizard may put more than one on a single target.

Tactical Nuke

(Evocation)

Range: 10 yards + 10 yards/Level
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: 20-foot radius
Saving Throw: Half

When this spell is cast, it causes all targets within the area of effect to suffer 1D6+6 damage per level of the caster. A saving throw vs. Spell for half damage is allowed. Since the blast is pure concussion, immunity to fire does not protect targets.

Conjure 22HD Elemental

(Conjuration/Summoning)

Range: 60 yards
Components: V, S, M
Duration: 1 turn/Level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell is identical to the 5th level Conjure Elemental spell except that the Elementals conjured have 22HD, and there is no chance that it will turn on the caster.

Chapter 3: New Wu Jen Spells

New Wu Jen Spells

Level 1

Magic Gauss Gun (Evoc.)
Monster Summoning 0 (Conj./Summ.)
Protection from Squips (Abj.)

Level 2

Bestow Squip (Abj.)
Ghast Stink (Evoc.)
Remove Squip (Abj.)
Seduce Person (Ench./Charm)
Stella's Steam Missile (Evoc.)

Level 3

Cause Impotence (Nec.)
Crushing Balls (Evoc.)
Cure Impotence (Nec.)
Fur Ball (Evoc.)
Protection from Homosexuals (Evoc.)
Snapping Bra (Evoc.)
Stella's Seige Nuke (Evoc.)

Level 5

Crack (Evoc.)
Minor Globe of Physical Invulnerability (Abj.)

Level 6

Improved Polymorph Other (Alt.)

Level 9

Tactical Nuke (Evoc.)

New Wu Jen Spells

Level 1 Spells

Magic Gauss Gun

(Invoc./Evoc.)

Range: 60 yards + 10 yards/level

Components: V, S

Duration: Instant

Casting Time: 1

Area of Effect: Special

Saving Throw: None

This spell is identical to magic missile with regard to damage, range, duration etc. There is only one difference. Instead of conjuring up missiles which do 1d4+1 damage, Magic Gauss Gun conjures up many sharp pieces of metal, each doing a single point of damage. Higher level mages will send a blizzard of sharp pieces of metal at their foes. The pieces of metal may be directed by the wizard at different targets. Once damage is rolled, the player may decide how many pieces he/she wants directed at which targets (ie. from 38 points, direct five at each of the six orcs and the eight at the Kobold.)

Note that this spell is often used in the preparation of swiss cheese.

Monster Summoning 0

(Conj./Summ.)

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 1

Area of Effect: 30' radius circle on the ground

Saving Throw: Nil

This spell summons a large quantity of small, annoying creatures known as squips. The spell summons a total of 50 squips, placing them scattered throughout the area.

Although Squips are not particularly harmful, they can be quite annoying. Whenever anything comes in contact with a squip, there is a 1 in 3 chance that the squip will elect to attach itself onto the object. A roll to Bend Bars must be done to remove the squip. A squip on the leg slows movement (to half), a Squip on the arm gives penalties to strike. A squip on the face may blind or even suffocate.

Protection from Squips

(Abjuration)

Range: Touch

Components: V, S

Duration: 1 Round/Level

Casting Time: 1

Area of Effect: 1 Person

Saving Throw: Nil

This spell keeps any squips from approaching within 5' of the recipient. If the spell is cast when a squip is already within 5', it is pushed outside the spell radius unless it is latched onto the character.

Level 2 Spells

Bestow Squip

(Conjuration/Summoning)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 2

New Wu Jen Spells

Area of Effect: 1 Target
Saving Throw: Nil

When this spell is cast, the caster must successfully strike an opponent. Upon touching the target, a Squip will appear on the target and will stick until a Wish or Remove Squip is used. Where the target hits and the effect of the Squip appearing on that body part is up to the DM.

Ghast Stink (Evocation)

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: Person Touched
Saving Throw: Special

This spell surrounds the recipient with an aura identical to that of a Ghast. If the target is unwilling, a strike must be made and the target is entitled to a saving throw vs. spell to negate the effect.

Remove Squip (Abjuration)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 2
Area of Effect: 1 Person
Saving Throw: Nil

This spell causes any squips attached to the person touched to fall off and sit on the ground.

Seduce Person (Enchantment/Charm)

Range: 10 yards + 10 yards/Level
Components: V, S
Duration: 10 Turns/Level
Casting Time: 2
Area of Effect: 1 Person
Saving Throw: Neg.

The target of this spell is entitled to a saving throw vs. spell (-2 if the caster is beautiful and of the opposite sex, +4 if the caster is of the same sex). Characters with "questionable" tendencies use the opposite modifiers (+4 for opposite sex, -2 for same sex). If the target fails its saving throw, he/she will view the caster with great lust and desire which will cause him/her to abandon any and all other actions to seek intercourse with the caster of the spell.

Stella's Steam Missile (Invocation)

Range: 60 yards + 10 yards/Level
Components: V, S
Duration: Instant
Casting Time: 1
Area of Effect: 1 Creature
Saving Throw: None

This spell combines Magic Missile and Steam breath to create a missile which hits a single foe unerringly doing 1D6 damage per level of the caster. This spell has adopted one of Magic Missile's better traits, lack of a saving throw, even for half damage.

New Wu Jen Spells

Level 3 Spells

Cause Impotence

(Necromancy)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 3

Area of Effect: 1 Target

Saving Throw: None

When this spell is cast, the caster must make a successful attack roll to hit the target. If the hit is successful, the target suffers 1D6 damage and is doubled over in pain for 3D6 rounds, unable to perform any action. In addition, the recipient is unable to perform any sort of sexual activity until a "Cure Impotence" is cast.

Crushing Balls

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S, M

Duration: Instant

Casting Time: 3

Area of Effect: 30' radius sphere

Saving Throw: Half

When this spell is cast, all male characters in the area of effect take 1D6 damage for every two levels of the caster. The targets are doubled over in pain for 3D6 rounds, unable to act, unless a saving throw vs. spell is successful and regardless if the saving throw was successful or not, the recipients are unable to perform any sort of sexual activity until a cure impotence is cast.

Cure Impotence

(Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 3

Area of Effect: 1 person

Saving Throw: None

When this spell is cast, it removes any form of magical impotence caused by a Crushing Balls spell, Cause Impotence or any other such spells. The material component for the spell is a pair of rubber balls which are consumed when the spell is cast.

Fur Ball

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S, M

Duration: Instant

Casting Time: 3

Area of Effect: 20-foot radius sphere

Saving Throw: None

When this spell is cast, it conjures a huge ball of fur in the same area (and range etc.) as a Fireball spell. The fur does no damage, but any who were within the area when the spell was cast may be suffocated or entangled. Details on this are up to the DM. In addition, the Fur is very flammable. If set on fire, it will ignite as a fireball of half the caster's level.

New Wu Jen Spells

Protection from Homosexuals

(Evocation)

Range: Touch

Components: V, S

Duration: 1 Month/Level

Casting Time: 5

Area of Effect: Person Touched

Saving Throw: None

When this spell is cast, the recipient is surrounded by a magical field of protection. The field lasts until the duration expires, or until the caster wishes it to end.

If any homosexual person tries to approach within 5' of the recipient, he/she will encounter an impenetrable wall of force.

Snapping Bra

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S, M

Duration: Instant

Casting Time: 3

Area of Effect: 30' Radius

Saving Throw: Half

When this spell is cast, all females within the area of effect receive 1D6 damage per every 2 levels of the caster and must save vs. Spell or be doubled over in pain for 3D6 rounds, unable to act. The material component for this spell is an elastic which is snapped when the spell is cast.

Stella's Seige Nuke

(Invoc./Evoc.)

Range: 10 yards + 10 yards/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: 4-yard radius per level of the caster

Saving Throw: Half

This spell is similar to a Fireball and when first learned at level 5 will be identical, a 5d6 explosion in a 20-foot radius with a 60 yard range. Instead of the damage increasing at higher levels, however, the damage remains constant but the radius increases. Note that the range increases faster than the radius. The Material Components are the same as those of the Fireball spell.

Level 5 Spells

Crack

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S

Duration: Instant

Casting Time: 5

Area of Effect: 30-foot radius

Saving Throw: Half

When this spell is cast, all targets in the area of effect suffer 1D6 damage per level of the caster, save vs. spell for half. Half of the damage is from fire damage, the other half from cold damage. The spell takes two seconds to take effect, the first second is fire damage, the second is cold damage.

New Wu Jen Spells

Any brittle objects within the area of effect must save vs. crushing blow or be shattered by the crack spell. This includes all glass, stone and most metal.

Minor Globe of Physical Invulnerability

(Abjuration)

Range: 0

Components: V, S, M

Duration: 1 round/Level

Casting Time: 4

Area of Effect: 5-foot radius sphere

Saving Throw: None

This spell effectively renders the caster "+1 or better to hit". The material component is a glass or crystal bead which is crushed when the spell is cast.

Level 6 Spells

Improved Polymorph Other

(Alteration)

Range: 5 yards/Level

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: 1 Target

Saving Throw: None

This spell acts just like the 4th level "Polymorph Other" except that it does not allow a saving throw to avoid the change. The regular rules apply with respect to whether or not the target takes on the mentality of the new form.

Level 9 Spells

Tactical Nuke

(Evocation)

Range: 10 yards + 10 yards/Level

Components: V, S, M

Duration: Instantaneous

Casting Time: 9

Area of Effect: 20-foot radius

Saving Throw: Half

When this spell is cast, it causes all targets within the area of effect to suffer 1D6+6 damage per level of the caster. A saving throw vs. Spell for half damage is allowed. Since the blast is pure concussion, immunity to fire does not protect targets.

Enchanting Magic Items

The following is a system designed for creating magical items. In the *Dungeon Master's Guide*, a very vague system is suggested for not only the spells required to enchant a magic item, but the special ingredients required as well. This system streamlines that process. For each plus on the weapon, rarer and rarer materials are required to allow the metal enchanted to retain the magical properties.

If a DM wishes to use this system but the players try to take short cuts, such as simply casting *enchant* on an item, five enchanted weapons and a permanency, he/she may say that the metal refuses to receive the magic.

This system is by no means complete, it is just the beginning. It details the basics for offensive and defensive enchantment of weapons and armour, as well as the addition of some special enchantments, such as weapons of speed and frost brands. Items such as Gauntlets of Ogre Power and Helms of Underwater Action are completely up to individual DMs as to their manufacture, if possible at all. The process is;

Parts in *italics* are spells which are cast on or into the item during enchantment.

Enchant an Item

- Offensive +1 - Forged of Mithril or Blessed prior to Enchantment
- *Enchanted Weapon*
- Offensive +2 - Forged of Mithril or Endowed with a piece of a Dragon's Claw
- *Enchanted Weapon*
- Offensive +3 - Forged of Mithril or Endowed with Beholder Eye
- *Enchanted Weapon*
- Offensive +4 - Dipped in Beulette Blood during Enchantment
- *Enchanted Weapon*
- Offensive +5 - Enchanted under the flame of a Red Dragon
- *Enchanted Weapon*
- Defensive +1 - Forged of Mithril or Blessed prior to Enchantment
- *Shield*
- Defensive +2 - Forged of Mithril or Endowed with a piece of a Dragon's Claw
- *Shield*
- Defensive +3 - Forged of Mithril or Endowed with a Beholder Eye
- *Shield*
- Defensive +4 - Dipped in Beulette Blood during Enchantment
- *Shield*
- Defensive +5 - Enchanted under the flame of a Red Dragon
- *Shield*
- Speed - Hilt of Speed wood or Forged in Quickling blood
- *Haste*
- Flame Tongue - Touched by Fire Elemental
- *Fire Spell (Fireball, Burning Hands etc.)*
- Frost Brand - Touched by Ice Para-Elemental
- *Cold Spell (Ice Storm, Cone of Cold etc.)*
- Spark Blade - Struck by natural lightning (not Lightning Bolt spell)
- *Electrical Spell (Lightning Bolt, Shocking Grasp etc.)*
- Holy Avenger - Forged in Holy Water Basin
- *Holy Word*
- Disruption - Sprinkle with Lich or Demi-Lich dust
- *Destroy Undead*
- Slaying - Forged in blood of creature or Endowed with a piece *
- *Death Spell*
- Hurling - Endow with the feather of a large bird or an Ioun Stone
- *Fly*
- Vorpal - Forged in Githyankay blood (See Outer Planar Compendium)
- *Death Spell*
- Sharpness - Forged in Tarasque Blood
- *Regeneration and Dispel Magic*
- Dancing - Touched by a Leprechaun
- *Otto's Irresistible Dance*
- Distance - Missile Weapons Only

Advanced Rules

- Enchanted upon a mountain (highest in it's area)
 - *Feather Fall, Teleport*
- Accuracy
- Missile Weapons Only
 - Endowed with an eagle's eye
 - *Magic Missile*

Permanency

* An appropriate piece such as Dragon Scales, Drow Ears, Kobold snout etc.

Note: Upon the casting of permanency, any endowed items become part of the weapon itself and cannot be accidentally snapped off. ie. A feather may become a carving of a feather on the handle, a Beholder Eye become a large Red gem on the hilt of the sword etc.

Notes on Creating Items

Magic Weapons: Enchant with Offensive Pluses

Defender Swords: Enchant with Offensive and Defensive Pluses (same number)

Magic Armour: Enchant with Defensive Pluses

Magic Shields: Enchant with Defensive Pluses

Coin of Luck: Enchant with 1 Offensive and 1 Defensive Plus

Coin of Extra Luck: Enchant with 1 Offensive and 3 Defensive Pluses.

Spiked Buckler: Enchant with Offensive and Defensive Pluses.

Cloaks of Displacement: Displacer Beast hide. Enchant and Permanency

Cloaks of Protection: Enchant with Defensive Pluses

Rings of Protection: Enchant with Defensive Pluses. +6 are Adamant.

Bracers of Defense AC2: Enchant Mithril Bracers with Shield Spell.

Attacking with Shields

Characters have the ability to refine their skills to a great degree. Weapon specialization has long been taken and many DMs allow player characters to specialize and double specialize in several weapons. The main benefit of specialization is multiple attacks. People employing Two-Weapon specialization and Ambidexterity have discovered the benefits of that style. This has caused a great decline in the use of shields of late. The shield punch manoeuvre has brought back some popularity. Why can't a character practice with a spiked or bladed shield, become a specialist with that weapon and gain the benefits of weapon specialization. That's what I said. If the characters are willing to spend the proficiency slots, let them have the training I say.

When using the Weapon-Shield Style Specialization, characters may attack with their shields as a second weapon. Using this specialization, the following rules go into effect.

Characters with Weapon-Shield Style Specialization may attack with a shield. With only this proficiency, the shield is considered a second weapon the same way a second weapon is under two-weapon style. -2 to hit and only one attack per round. The weapon-shield style specialization is considered to include a broad group proficiency in shields. If ambidexterity and weapon-shield style are both taken, then the character gets full attacks per round with a shield he/she is proficient in and has no penalties to hit. Specialization and double specialization may be taken in the shields gaining normal to-hit and damage bonuses.

Example: a character takes weapon-shield style and uses a Spiked Buckler. He/she may now attack once per round at -2 and hit for 1d4 damage. If Ambidexterity is also taken and he/she is level 7, 3/2 attacks per round may be made with no penalty. If the level 7 warrior has Spiked Buckler Double Specialization, Weapon-Shield Style Specialization and Ambidexterity, he/she may attack twice per round at +3 to hit and damage doing 1d4 damage.

Shield Statistics

Type of Shield	Price	Wt.	Damage	Type	Speed
Buckler	1	3	1D2/---	B	2 *
Small Shield	3	5	1D3/1D2	B	4 *
Medium Shield	7	10	1D3/1D3	B	5 *
Spiked Buckler	5	5	1D4/1D3	P	4
Spiked Small Shield	15	8	1D6/1D8	P	6
Spiked Medium Shield	23	14	1D8/1D12	P	7

Advanced Rules

Bladed Small Shield	15	8	1D6/1D8	S	6
Bladed Medium Shield	17	17	2D4/1D6	S	9

* Shields not designed for attacking do not get attack or damage bonuses for magical pluses.

Magic Resistance

Magic resistance is modified by 5% for each level or Hit Die difference between the caster and the target. If the creature has hit dice higher than the level of the caster, magic resistance is increased by 5% for every hit die the creature has above the level of the caster. This works in reverse, so that a caster of higher level than the hit dice of the creature has its magic resistance reduced by 5% for each level the caster has above the creature's hit dice.

Creatures with bonuses to their hit dice are considered one hit die higher per three bonus hit points.

Magical Wavelengths

Due to the massive number of magical protective devices introduced in the Magic Encyclopedia, the following rules have been devised to keep the Armour Classes of characters wearing multiple Protective Devices from blowing itself through the roof. Using these rules, each magical protective device functions on a specific wavelength. If two protective devices function on the same wavelength then the stronger one will cancel the weaker one out. The wavelengths and their items are as follows;

Wavelength #1: Magic Armour, Ring of Protection.

Wavelength #2: Bracers of Defense, Robe of Protection (Base AC)

Wavelength #3: Apron, Blanket, Cloak, Clothes, Coat, Kowl and Shirt of Protection.

Wavelength #4: Anklet, Armband, Belt, Collar, Headband and Necklace of Protection.

Wavelength #5: Amulet, Ankh, Badge, Band, Bell, Brooch, Buckle, Cameo, Earrings, Gem and Scarab of Protection, Medallion of Defense.

Wavelength #6: Coin of Luck and Coin of Extra Luck

Wavelength #7: Caps, Circlets, Helms and Masks of Protection, Helms of Brilliance

Wavelength #8: Staff of Power AC bonus, Canes of Protection and Defender Sword Pluses

Note: With Wavelength #1, regardless of the strength of the two opposing charges, the Armour will always override the Ring of Protection.

Note: Magical Pluses of shields are exempt from these rules.

Crossbow Double Specialization

In addition to the bonuses and extra attacks for crossbow specialization, characters may double specialize in the crossbow. This costs an extra proficiency (total of 3 now) and gives an extra +3 to hit and +1 damage in addition to the range category modifiers and extra attacks gained by crossbow specialization.

Triple Crossbow

The Triple crossbow is, as the name implies, a Crossbow which allows for multiple quarrels to be fired at once. This weapon resembles a light crossbow except that instead of one slot for a quarrel, there are three slots. It uses the Light Crossbow Proficiency (and Specialization). If only the middle crossbow is used, the Triple Crossbow operates as a Light Crossbow.

When all three quarrel slots of the Triple Crossbow are used, the following rules apply;

- Non-Proficient characters take three rounds to load the crossbow and fire with the standard non-proficiency penalties on the following round.
- Proficient characters take one round to load and one round to fire. No bonuses or penalties are applied.
- Characters with crossbow specialization can fire all three bolts each round. Specialist bonus attacks per round are negated due to the awkwardness of the weapon.

If an auto-loader unit is added to each launcher of the Triple Crossbow, the following rules apply;

- Non-Proficient characters take one round to load and one to fire the crossbow, with standard non-proficiency penalties.
- Proficient characters can fire all three bolts each round.
- Specialized characters can fire their normal number of crossbow attacks per round (# attacks per round chart) **for each of the three quarrel slots.**

Note - A triple crossbow of speed will double the rate of fire of the user overall. Characters who take one round to load and one to fire may fire every round. Characters who take three rounds to load and one to fire will take one to load and one to fire. Triple Crossbows of speed usually come with the auto-loaders, usually built of dependable material.

Using these rules, a non-proficient character would fire three shots on every fourth round. A proficient character would have the same ROF as a character with a heavy crossbow except that they would have three bolts instead of one. A specialized character would fire like a character using darts.

A specialized character with a Triple Crossbow of Speed and auto-loaders on each launcher, at level 13+, would fire a total of 12 shots per round (and eat up ammunition).

Speed Load Mechanism

This device is mounted on top of a crossbow and acts as an automatic feed device for the crossbow. The loader can hold up to 24 quarrels and will feed these one after another into the Crossbow whenever the Crossbow is fired. The effect this device has is to modify the rate of fire of the Crossbow.

For the Heavy Crossbow, the loader brings the rate of fire up to one per round (specialization starts at one per round and progresses normally from there). The Crossbow must still be operated with two hands.

For Light Crossbows, there is no significant rate of fire increase, but the crossbow may be operated one handed.

For Hand Crossbows, the weapon may be operated one handed (as usual) and the other hand is not required to load it. In addition, the loader also increases the rate of fire by one per round.

See above for the effect on Triple crossbows. Due to the strange nature of the triple crossbow, this weapon must still be held with two hands.

Flaming oil Arrow heads

This special type of ammunition carries a half dose of flaming oil inside a specially designed tip. The head of the Arrow has been replaced with a glass arrow head. These weapons do half of the damage dice when they hit (damage rolled on dice is halved). Strength and Magic bonuses are unchanged. When a target is hit, the arrow head shatters splashing flaming oil on the target. The dose is smaller, doing only 1d6 damage, but sets objects on fire, causing them to burn as usual.

These heads can also be installed on quarrels but may not be used with a speed loader.

Spelljammer Main Gun

The Main Gun is a mass damage weapon developed by the Wizard Tarbol. The Main Gun must be mounted in the front of a Spelljamming ship which is forked at the front, such as a Squid Ship, or may be mounted on a ship such as an Elven Man-o-war which has space between its wings.

The Main Gun takes five rounds to prepare for a shot. During this five rounds, wizards stand around the "Main Gun Focus" in the bow of the ship. The Main Gun Focus draws power from the wizards and channels it into the booms of the ship, either the squid ship spears or the Man-o-War wings. A wizard may not fire the main gun and Spelljam in the same day.

New Devices

When the main gun is fired, it draws the magical energy forth from all Wizards participating in the firing. A beam of purely destructive force is then emitted forth from the bow of the firing ship. Damage done is discussed below. Because the magic of the main gun is so powerful, it interferes with the Spelljamming Helm. Due to this, the ship is struck motionless for five rounds after the main gun is fired. Ships within atmosphere do not drop but merely hang, hovering.

Damage done by the Main Gun is similar to a Disintegrate, thus ships hit may save vs. Disintegrate for half damage. Creatures save vs. Spell for half damage.

Damage done is 1d6 per spell level absorbed by the main gun focus. This means that for each first level spell a character has, one spell level is absorbed, two per second level spell, three per third level spell etc. Rings of Wizardry and other such devices which enhance the number of spells the character may memorize per day do not add to the effectiveness of the main gun, but those "bonus" spells are retained after the gun is fired, as are specialist bonus spells.

Once the gun is fired, it cannot be fired again for at least 24 hours, even if fresh wizards are available.

The following chart summarizes the spell levels contained in fresh wizards, those who have not used spells that day. For each spell cast that day, subtract its level from the total. Thus a level 10 Wizard with 39 spell levels who has cast a Fireball, Magic Missile and Invisibility will subtract six from his contribution.

Exp. Level	Contribution Mage	Exp. Level	Contribution Mage	Wu Jen	Wu Jen
1	1	1	16	115	101
2	2	2	17	130	113
3	4	4	18	139	125
4	7	7	19	147	135
5	11	10	20	162	150
6	14	14	21	177	164
7	20	20	22	192	172
8	27	27	23	207	189
9	35	33	24	216	204
10	39	40	25	225	211
11	51	49	26	235	233
12	66	57	27	253	241
13	78	72	28	270	256
14	85	80	29	280	278
15	94	91	30	298	???

Area of Effect: The beam from the main gun is 100' wide and emits from the bow of the ship (or wings for an Elven Man-o-War) and spans for 1D20+5 tactical hexes (600'-2500') in a straight line from the bow of the ship. All ships in the effected hexes are hit.

Damage to other ships is one hull point for each ten points of damage done.

When fired at a castle, all modules of the castle absorb damage. When a module has absorbed points equal to its structural points, damage passes through to the modules directly behind it. Main gun damage is dealt out to all front modules, but due to thicker modules, the gun may penetrate thicker into some areas of the castle than others.

Teleportation System

This system allows rapid transport from one location to another. These systems consist of sets of four Teleportation Chamber (See Tome of Magic) of the 10 Cubic Foot variety. The charges of the Teleportation Chambers (100 each) are all linked into a central pool of charges (400 charges total) and this central pool may be re-charged by a device similar to the main gun focus. For every five spell levels absorbed by the crystal, one charge is restored to the Teleportation Chamber pool.

The Spelljamming Helm may also be used to re-charge the pool. Using the helm to re-charge the pool drops the ship to tactical speeds and recharges one charge in the pool per round.

The Flag Galleon

The following is a new spelljammer hull type. Player Characters often start off with the Galleon as their first spelljamming ship. The Galleon is one of the most underrated ships. It is viewed as a small, weak, slow, unmanoeuvrable ship. The one benefit the Galleon does have is that it can land and sail into most Groundling harbours unquestioned.

As characters advance, a more powerful ship may be required, causing the characters to abandon the 40 hull point Galleon for a ship such as a 60 hull point Hammership. Here is another option.

The Flag Galleon is a large galleon. Any who have read the series "The Belgaraid" by David Eddings will remember the Barak's warship. That is my idea of the Flag Galleon. It is Flagship material, weighing in at 60 tons and can still sail into Groundling harbours. These ships are also the perfect flagships for Groundling navies.

Flag Galleon

Cost: 75,000 gp

T: 60 tons

Crew: 20/60

MC: E

AR: 6

HP: 60

Saving Throw: Thick wood

KL: 200 feet

BL: 50 feet

SA: 5 Large Weapons

Ram: Optional

Landing:

Land--No

Water--Yes

The Flag Galleon is a larger version of the Galleon, being 60 tons as opposed to 40 tons. It is larger, less manoeuvrable but more durable. It is often used as a Flagship for Navy fleets and is powerful enough to be a flagship in spelljamming fleets.

Its standard armament includes;

- 2 Medium Ballistae on medium turrets - Main Deck, Port & Starbord
- 2 Heavy Catapults on Heavy Turrets - Forecastle and Stern Castle
- 1 Heavy Jettison - Rear mounted

The Weapons are arrayed in such a way that by rolling the ship properly, all weapons can be brought to bear on a single target since they are turreted. Note that the crew must be careful not to shoot off their own mast while doing this.

Dragon, Aluminum

 Climate/Terrain: Any Mountains
 Frequency: Very Rare
 Organization: Solitary or Clan
 Active Cycle: Any
 Diet: Special
 Intelligence: Exceptional (15-16)
 Treasure: Special
 Alignment: Lawful Good

No. Appearing: 1 (2-5)
 Armour Class: 1 (Base)
 Movement: 9, Fl 30(C), Br 12
 Hit Dice: 12 (Base)
 Thac0: 8 (At 12 HD)
 No. of Attacks: 3 + Special
 Damage/Attack: 1D6/1D6/4D6
 Special Attacks: Special
 Special Defenses: Variable
 Magic Resistance: Variable
 Size: G (35' Base)
 Morale: Fanatic (15)
 XP Value: Variable

Age	Body	Tail	Ac	Breath	Spells	MR	Xp Value
1	3-6	2-4	4	2D6+1	Nil	Nil	1400
2	8-18	4-10	3	4D6+2	Nil	Nil	2000
3	18-25	10-13	2	6D6+3	Nil	Nil	3000
4	25-35	13-20	1	8D6+4	Nil	7%	6000
5	35-45	20-30	0	10D6+5	1	11%	8000
6	45-60	30-40	-1	12D6+6	1	15%	9000
7	60-70	40-50	-2	14D6+7	2	21%	10000
8	70-78	50-60	-3	16D6+8	2 1	27%	11000
9	78-85	60-70	-4	18D6+9	3 1	29%	13000
10	85-90	70-80	-5	20D6+10	3 2 1	31%	16000
11	90-98	80-90	-6	22D6+11	4 2 1	35%	17000
12	98-105	90-100	-7	24D6+12	4 3 2	40%	18000

Appearance: At hatchling, Aluminum dragons are a bright silver which becomes brighter as the Dragon Matures until it finally dulls to grey (Rather suddenly) upon reaching the Very Old age category.

Aluminum dragons are able to speak Common, a Language common to all good dragons and 15% of Aluminum dragons have the ability to speak with all intelligent creatures at Hatchling. This ability increases 1% for each age category of the dragon.

Combat: Aluminum dragons generally avoid violence, but will welcome a chance to fight if provoked, which doesn't take too much. They will attack a White Dragon on sight.

The breath weapon of the Aluminum Dragon is a 90' long, 10-50' wide cone of cold. Damage is as listed, save vs. Breath Weapon for half damage.

Aluminum dragons are immune to Cold at birth and as they mature, they gain the following abilities;

- Magic Missile, 5/day at Juvenile
- Wall of ice, 1/day at Adult
- Conjure Water Elemental 3/day at Venerable
- Crystalbrittle 1/day at Great Wym

All spells and spell like abilities are cast at 7th level plus combat modifier.

Habitat/Society: Aluminum dragons prefer large amounts of treasure but not particularly valuable treasure. They will often sleep on huge mounds of copper coins. They care not for the overall value of their horde but rather the size and bulk of it. An Aluminum dragon would probably trade a small amount of gold for a larger amount of copper if it would increase the size of his/her horde and make for a better sleeping environment.

Ecology: Because of their metallic nature, Aluminum dragons prefer the taste of metal. They will, however, eat almost anything, especially a creature which challenges the dragons. Aluminum dragons also have a nasty habit of keeping a container of some kind around full of live monsters, usually small creatures such as Goblins and Kobolds, to munch on when hungry. On occasion, a larger creature may be found in this container, but never one large enough to cause the Dragon a problem.

New Monsters

Dragon, Iron

Climate/Terrain: Mountains
Frequency: Very Rare
Organization: Solitary or Clan
Active Cycle: Any
Diet: Special
Intelligence: High (13-14)
Treasure: Special
Alignment: Chaotic Good

No. Appearing: 1 (2-5)
Armour Class: -1 (Base)
Movement: 9, Fl 30 (C), Br 10
Hit Dice: 12 (Base)
Thac0: 9 (At 12HD)
No. of Attacks: 3 + Special
Damage/Attack: 1D8/1D8/2D10
Special Attacks: Special
Special Defenses: Variable
Magic Resistance: Variable
Size: G (44' base)
Morale: Alight (16 base)
XP Value: Variable

Age	Body	Tail	Ac	Breath	Spells	MR	Xp Value
1	3-6	2-5	2	2D4+1	Nil	Nil	1400
2	8-16	4-20	1	4D4+2	Nil	Nil	2000
3	16-35	20-40	0	6D4+3	Nil	Nil	3000
4	35-44	31-40	-1	8D4+4	1	10%	6000
5	43-53	40-50	-2	10D4+5	2	15%	8000
6	50-60	50-60	-3	12D4+6	3	20%	9000
7	60-70	60-70	-4	14D4+7	4	25%	10000
8	70-80	70-80	-5	16D4+8	4 1	30%	11000
9	80-95	80-90	-6	18D4+9	4 2	35%	13000
10	95-110	90-100	-7	20D4+10	4 3 1	40%	16000
11	105-120	90-110	-8	22D4+11	4 4 2	50%	17000
12	120-140	110-120	-9	24D4+12	4 4 3 1	60%	18000

Appearance: Iron dragons have a certain affinity for humans, feeling that they should join with the humans and be like Dragons out of myth, with the might dragon knight on his/her back. This particular breed of dragon is full of dreams, often letting a human ride just for the sake of living those dreams, if only for a short time.

Iron dragons have silvery scales which quickly become dull grey once the dragon reaches the Young Adult stage. Iron Dragons speak Common and a language common to all Good Dragons. 6% of Hatchlings can communicate with all living creatures. This skill increases 6% per age category of the Dragon.

Combat: Iron Dragons love to battle. They especially love taking revenge upon foes, for it gives them an excuse to use their most brutal attacks. The Iron Dragons have two breath weapons. One is a stream of Molten Rock which spews forth from the Dragon's Mouth, 5' wide and 70' long. This breath does the listed damage, save vs. Breath weapon for half damage. The other breath weapon is a gust of wind that is 80' long and 10-40' wide from the dragon's mouth.

Iron Dragons are immune to Fire and Heat as well as not being effected by high winds while in flight. Iron Dragons gain the following abilities as they age:

- Wind Wall 1/day at Young Adult
- Transmute Rock to Mud 2/day at Adult
- Control Weather 5/day at Great Wym

All spells and spell like abilities are used at 6th level plus combat modifier.

Habitat/Society: Iron Dragons enjoy the company of other creatures, unlike most dragons, and are especially fond of furry little forest creatures.

Ecology: Iron Dragons eat anything, especially Metal and Stone. They consider Stone Golems a particular delicacy and will go to great lengths to defeat one for the purposes of eating it.

New Monsters

Dragon, Lead

Climate/Terrain: Under Water
Frequency: Very Rare
Organization: Solitary or Clan
Active Cycle: Any
Diet: Special
Intelligence: Average (9-10)
Treasure: None
Alignment: Lawful Good

No. Appearing: 1 (2-5)
Armour Class: 1 (Base)
Movement: 9, Fl 30(C), Sw 12
Hit Dice: 13 (Base)
Thac0: 7 (At 13 HD)
No. of Attacks: 3 + Special
Damage/Attack: 1D8/1D8/3D10+Special
Special Attacks: Special
Special Defenses: Variable
Magic Resistance: Variable
Size: G (44' base)
Morale: Fanatic (15)
XP Value: Variable

Age	Body	Tail	Ac	Breath	Spells	MR	Xp Value
1	3-6	2-6	4	2D8+1	Nil	Nil	1400
2	6-16	6-15	3	4D8+2	Nil	Nil	2000
3	16-36	15-20	2	6D8+3	Nil	Nil	3000
4	36-44	20-25	1	8D8+4	1	10%	6000
5	44-50	25-35	0	10D8+5	2	20%	8000
6	50-60	35-40	-1	12D8+6	3	30%	9000
7	60-70	40-50	-2	14D8+7	4	40%	10000
8	70-75	50-60	-3	16D8+8	4 1	50%	11000
9	75-80	60-70	-4	18D8+9	4 2	60%	13000
10	80-90	70-80	-5	20D8+10	4 3/1	65%	16000
11	90-95	80-90	-6	22D8+11	4 4/2	70%	17000
12	95-110	90-100	-7	24D8+12	4 4/3 1	75%	18000

Appearance: When hatched, Lead dragons have dull grey scales which become even duller as the dragon ages.

Lead Dragons speak Common, a Language common to all Good Dragons and 2% of Hatchlings can communicate with all intelligent creatures. This chance increases by 7% for each age category of the Dragon.

Combat: Lead Dragons love to fight. They will use almost any excuse to get their claws dirty and their teeth bloody. They will attack with their Breath weapons if the foe poses any sort of a threat, but harmless foes get to enjoy the brunt of the Dragon's Physical attacks. Any victim hit by the Lead Dragon's bite attack must make a saving throw vs. poison or suffer from Lead Poisoning which will cause the victim to loose one point of constitution per hour until dead starting at the time of the bite. A Cure Disease or Neutralize poison will cure this ailment.

Lead Dragons have two breath weapons. One is a cone of flame 70' long and 10-50' wide doing the listed damage. The other is a cloud of Poisonous gas in a 40' cube. This also does the listed damage. Both breath weapons allow a save vs. Breath weapon for half damage.

Lead Dragons are immune to fire and Gas. As a Lead Dragon ages it gains the following abilities;

- Breath Water (Always on) at Hatchling
- Polymorph Other 1/day at Adult
- Fools Gold 3/day at Mature Adult
- Polymorph Self 3/day at Venerable
- Polymorph Any Object 3/day at Great Wyrm

Lead Dragons cast their spells at 7th level plus combat modifier.

Habitat/Society: Lead dragons are not solitary but prefer the company of powerful allies. Their dedication towards good causes the Lead Dragons to seek out these powerful allies, and the Lead Dragon's definition of a Powerful Ally is anyone powerful enough to best the dragon himself in combat, ie. high level adventurers.

Ecology: Lead Dragons will eat anything. They are especially fond of Clay or Iron Golems and will go to great lengths to get one.

New Monsters

Dragon, Magnesium

Climate/Terrain: Any Mountain
Frequency: Very Rare
Organization: Solitary or Clan
Active Cycle: Any
Diet: Special
Intelligence: Exceptional (15-16)
Treasure: Special
Alignment: Chaotic Good

No. Appearing: 1 (2-5)
Armour Class: 0 (Base)
Movement: 9, Fl 30(B), Jp 3
Hit Dice: 14 (Base)
Thac0: 8 (At 14 HD)
No. of Attacks: 3 + Special
Damage/Attack: 1D8/1D8/2D12
Special Attacks: Special
Special Defenses: Variable
Magic Resistance: Variable
Size: G (45' Base)
Morale: Fanatic (17-18)
XP Value: Variable

Age	Body	Tail	Ac	Breath	Spells MR		Xp Value
1	5-15	3-6	3	2D10+1	Nil	Nil	3000
2	15-25	6-12	2	4D10+2	Nil	Nil	4000
3	25-40	12-16	1	6D10+3	Nil	Nil	6000
4	40-50	16-20	0	8D10+4	Nil	Nil	8000
5	50-65	20-24	-1	10D10+5	Nil	35%	10000
6	65-70	24-30	-2	12D10+6	1	40%	13000
7	70-80	30-35	-3	14D10+7	2	45%	14000
8	80-88	35-40	-4	16D10+8	2 1	50%	15000
9	88-95	40-50	-5	18D10+9	2 2	55%	17000
10	90-100	50-70	-6	20D10+10	2 2 1	60%	18000
11	100-110	70-90	-7	22D10+11	2 2 2	65%	19000
12	110-120	90-100	-8	24D10+12	3 2 2	70%	20000

Appearance: At birth, Magnesium Dragons have silvery scales which shine. A Magnesium dragon's scales stay the same throughout its life. Magnesium Dragons speak Common, a language common to all Good dragons and 5% of Hatchlings have the ability to communicate with all intelligent creatures. This chance increases by 2% for each age category of the Dragon.

Combat: Magnesium Dragons are strange fighters. They employ tactics unknown to other dragons which may seem stupid, but are quite effective. The breath weapon of a Magnesium is a cone of flame 90' long and 5-30' wide doing the listed damage, saving throw vs. Breath weapon for half damage.

Magnesium Dragons are immune to Fire and Heat. They gain the following abilities as they age;

- Continual light 3/day at young
- Light (as per spell) at will at Adult
- Polymorph Self 3/day at Old
- Dancing lights 3/day at Venerable
- Cure Blindness 3/day at Wyrms

Magnesium Dragons cast their spells at 7th level plus combat modifier.

The most unique ability of the Magnesium Dragon is its glowing ability. Although they are immune to damage caused by fire based attacks, the Magnesium dragons are effected by them. Magnesium Dragons do not apply their Magic Resistance towards Fire Based attacks by choice. When a Magnesium Dragon is struck by a fire based attack, no damage is caused but the Dragon sheds a great amount of light. This light is harmless to the Dragon but very harmful to onlookers. The sphere of light emitted by a Magnesium dragon is ten yards in radius per die of damage the fire based attack would have caused. Each +3 on the damage dice count as one additional die with regard to this effect. Thus a Fireball cast by a 10th level wizard would cause the Magnesium Dragon to glow in a 100 yard radius.

Any creature caught in the radius of the light sphere must roll a saving throw vs. spell or be blinded for one round per die of the attack. If 10 or more dice were used, the roll is at a -3 penalty and the blindness is permanent until a Cure Blindness is caused. The Magnesium Dragon's favourite combat tactic is to breath on itself. A Great Wyrms Magnesium Dragon sheds light in a 280 yard radius (24D10+12) and causes targets to save vs. spell at -3 or be blinded until a cure blindness is cast.

Habitat/Society: Magnesium Dragons are on a hopeless quest to unite all of good dragon kind. All good dragons are subject to this quest. The Magnesium dragons strive to unite the good dragons against their evil brethren and destroy them once and for all. They also want any Neutral Dragons to join too.

Ecology: Magnesium dragons are capable of metabolizing fire, including their own breath weapon, and thus need not actually eat, though they find their own fire quite bland. Magnesium dragons often polymorph into human form and perform the circus trick of eating fire, literally. They consider lava a delicacy, and will always try to eat an Efreet when one is encountered.

Should a Magnesium Dragon ever find its way to the Elemental plane of fire, things would be interesting indeed. The Inhabitants of this plane have recently realized what the Magnesium Dragon does and are taking careful steps to keep them from ever entering.

New Monsters

Dragon, Onyx

 Climate/Terrain: Forest
 Frequency: Very Rare
 Organization: Solitary or Clan
 Active Cycle: Any
 Diet: Special
 Intelligence: Exceptional (15-16)
 Treasure: Special
 Alignment: Chaotic Evil

No. Appearing: 1 (2-5)
 Armour Class: -4 (Base)
 Movement: 12, Fl 40(C), JP 3
 Hit Dice: 15 (Base)
 Thac0: 5 (At 15 HD)
 No. of Attacks: 3 + Special
 Damage/Attack: 1D10/1D10/5D6
 Special Attacks: Special
 Special Defenses: Variable
 Magic Resistance: Variable
 Size: G (48' Base)
 Morale: Fanatic (17-18)
 XP Value: Variable

Age	Body	Tail	Ac	Breath	Spells	MR	XP Value
1	5-15	3-6	-1	2D12+1	Nil	5%	3000
2	15-25	6-10	-2	4D12+2	Nil	10%	4000
3	25-32	10-18	-3	6D12+3	Nil	17%	6000
4	32-48	18-24	-4	8D12+4	1	24%	8000
5	48-55	24-30	-5	10D12+5	2	31%	10000
6	55-62	30-36	-6	12D12+6	2 1	38%	13000
7	62-70	36-42	-7	14D12+7	2 2	45%	14000
8	70-75	42-50	-8	16D12+8	2 2 1	52%	15000
9	75-85	50-62	-9	18D12+9	3 2 2	62%	17000
10	85-95	62-70	-10	20D12+10	4 3 2 1	70%	18000
11	95-105	70-80	-11	22D12+11	4 3 3 2	75%	19000
12	105-125	70-95	-12	24D12+12	5 4 3 2	80%	20000

Appearance: Onyx Dragons appear similar to Black Dragons except that their scales are quite shiny, as well as the physical shape differences all dragon sub-species have. Onyx Dragons always have shiny scales, even as they age.

Onyx Dragons speak Common, a language common to all Evil Dragons and 15% of Hatchlings have the ability to communicate with all intelligent creatures. This chance increases by 5% for each age category of the dragon.

Combat: Onyx dragons are deadly predators. They prefer to lay in the shadows of their lairs, letting their dark colour hide them, and pounce out with their breath weapons at the last moment.

The Breath Weapon of the Onyx Dragon is a cloud of "Anhialation Gas" which fills a 100' cube directly in front of the dragon. The gas does the damage listed, save vs. Breath weapon for half damage. Any damage caused by this breath weapon is caused by destruction of the flesh, similar to that of a "Disintegration" spell and must be healed with a Regenerate spell. Victims slain by the breath weapon are considered to have been disintegrated.

Onyx Dragons are immune to Disintegration at birth and gain the following abilities as it ages;

- Sphere of Darkness, 5/day at Very Young (20' rad./Age category)
- Cause Blindness, 3/day at Mature Adult
- Dimension Door, 3/day at Venerable
- Disintegrate, 1/day at Great Wyrms

Onyx Dragons cast their spells at 11th level plus combat modifier.

Habitat/Society: There are very few Onyx Dragons up and about. They are very dangerous and Good dragons often band together to deal with them, harshly. Onyx Dragons enjoy to terrorize creatures and watch them flee in terror. They scorn the lesser dragons and never co-operate with anything except another Onyx Dragon, which is their major downfall. Two Onyx Dragons co-operating will eventually turn on one another.

Ecology: Onyx Dragons live very solitary lives. They hunt good and other Evil dragons alike. Onyx Dragons will eat anything, even other dragons.

New Monsters

Dragon, Orange

Climate/Terrain: Any Forest or Mountain
Frequency: Very Rare
Organization: Solitary or Clan
Active Cycle: Any
Diet: Special
Intelligence: Very (11-12)
Treasure: Special
Alignment: Lawful Evil

No. Appearing: 1 (2-5)
Armour Class: -1 (Base)
Movement: 9, Fl 30(C), Br 12
Hit Dice: 12 (Base)
Thac0: 9 (At 12 HD)
No. of Attacks: 3 + Special
Damage/Attack: 1D8/1D8/2D12
Special Attacks: Special
Special Defenses: Variable
Magic Resistance: Variable
Size: G (44' Base)
Morale: Fanatic (17 Base)
XP Value: Variable

Age	Body	Tail	Ac	Breath	Spells	MR	Xp Value
1	3-6	2-4	2	2D6+1	Nil	Nil	1400
2	7-20	4-10	1	4D6+2	Nil	Nil	2000
3	20-31	12-15	0	6D6+3	Nil	Nil	3000
4	32-44	16-25	-1	8D6+4	1	8%	6000
5	45-54	25-35	-2	10D6+5	2	16%	8000
6	55-63	35-45	-3	12D6+6	2	24%	9000
7	64-70	45-55	-4	14D6+7	2	32%	10000
8	70-78	55-65	-5	16D6+8	3 1	40%	11000
9	78-85	65-75	-6	18D6+9	3 2	48%	13000
10	85-90	75-85	-7	20D6+10	4 3 1	56%	16000
11	90-98	85-95	-8	22D6+11	4 3 2	68%	17000
12	98-105	95-105	-9	24D6+12	4 4 3	72%	18000

Appearance: Orange Dragons are a dull orange as they hatch, but become brighter and brighter as they age.

Orange Dragons speak Common, a Language common to all Evil Dragons and 20% of hatchlings have the ability to communicate with all intelligent creatures. This chance increases by 5% per age category of the Dragon.

Combat: Orange Dragons are fierce fighters who like to use all their combat abilities and not just stick to the most effective ones. An Orange Dragon may use Claw/Claw/Bite, Wing Buffet, Tail Slap, Breath, then some spells and cycle through the entire routine again. They enjoy battles against large numbers of pathetic foes, such as armies of level zero fighters and will attack these for fun whenever possible.

The breath Weapon of an Orange Dragon is a jet of flame 70' long and 10' wide all along its length. Damage is as listed above, save vs. Breath weapon for half damage.

Orange Dragons are immune to Fire and gain the following abilities as they age;

- Cantrip 3/day at very young.
- Polymorph other 1/day at juvenile
- Slay Living 1/day at adult
- Fireball 5/day at old
- Delayed Blast Fireball 3/day at Venerable
- Magic Missile at will at Great Wyrms

All of the Orange Dragons spell powers are at the 8th level plus combat modifier.

Habitat/Society: Orange dragons are particularly evil and malevolent in the fact that they will form alliances with other evil creatures if it serves to better their cause. If one crosses an Orange dragon, the Dragon will ruin his/her life by destroying all his/her possessions, and leaving the offender standing, perfectly unharmed, on the site of his/her former residence.

Ecology: Orange Dragons prefer to eat large numbers of Goblinoid creatures such as Orcs, Goblins, Kobolds and Hobgoblins. They don't like the texture of Gnolls, but will eat them gladly if their hair has been burnt off. They consider Trolls a wonderful snack because there's always more for later.

New Monsters

Dragon, Pink

Climate/Terrain: Any Ocean or Beach
Frequency: Very Rare
Organization: Solitary or Clan
Active Cycle: Any
Diet: Special
Intelligence: Exceptional (15-16)
Treasure: Special
Alignment: Lawful Evil

No. Appearing: 1 (2-5)
Armour Class: 0 (Base)
Movement: 9, Fl 30(C), Sw 12
Hit Dice: 12 (Base)
Thac0: 10 (At 12 HD)
No. of Attacks: 3 + Special
Damage/Attack: 1D6/1D6/4D8
Special Attacks: Special
Special Defenses: Variable
Magic Resistance: Variable
Size: G (38' Base)
Morale: Alight (15-16)
XP Value: Variable

Age	Body	Tail	Ac	Breath	Spells	MR	Xp Value
1	3-6	2-4	3	2D8+1	Nil	Nil	1400
2	8-18	4-10	2	4D8+2	Nil	Nil	2000
3	18-25	10-13	1	6D8+3	Nil	Nil	3000
4	25-30	14-20	0	8D8+4	Nil	9%	6000
5	31-38	21-30	-1	10D8+5	1	18%	8000
6	41-51	30-40	-2	12D8+6	2	27%	9000
7	52-63	40-55	-3	14D8+7	3	36%	10000
8	64-68	55-60	-4	16D8+8	4 1	45%	11000
9	69-75	60-75	-5	18D8+9	5 2 1	54%	13000
10	76-85	75-80	-6	20D8+10	6 3 2	63%	16000
11	86-95	80-90	-7	22D8+11	7 4 3	72%	17000
12	96-100	90-100	-8	24D8+12	8 5 4	81%	18000

Appearance: When first hatched, the scales of a Pink Dragon are soft as felt (AC 10) but quickly harden about a half hour after hatching. As a Pink Dragon ages, its scales become brighter and brighter. The sight of a Great Wyrn Pink Dragon is slightly painful to the eyes.

Pink Dragons speak Common, a Language common to all Evil Dragons and 25% of Hatchlings have the ability to communicate with all intelligent creatures, this chance increases by 2% for every age category of the Dragon.

Combat: Pink Dragons are reluctant to enter close combat as they are quite vain, but will fight fiercely when angered. Pink Dragons love their breath weapon, though, and will use it before entering melee combat.

The breath weapon of a pink dragon is a cone of flame 100' long and 10-80' wide. This breath does the listed damage save Vs. Breath weapon for half.

Pink Dragons are immune to Fire and Heat at Hatchling and gain the following abilities as they age;

- Burning Hand 1/day at very young
- Mirror Image 2/day at Juvenile
- Flame Strike 1/day at Adult
- Polymorph Other 3/day at Venerable
- Polymorph Any Object 2/day at Great Wyrn

Pink Dragons cast their spells at 7th level plus combat modifier.

Habitat/Society: Pink Dragons consider themselves the most beautiful creatures in existence and will work hard to maintain their beauty. Their treasure will often include many mirrors and other reflective surfaces.

Many have considered Pink Dragons dainty, and have paid for that as they were engulfed in flames. Pink dragons are reluctant to fight hand to hand (or Claw to Claw), but will share their breath weapon freely. Insulting a Pink Dragon's appearance is almost certain doom (or a good fight). As a race, Pink Dragons feel insulted if they are not made into Armour when slain. If a Pink Dragon sees Adventurers walking away from the body of another Pink Dragon they have slain, he/she will become angry if the scales are left intact as this is considered a great insult.

Ecology: Pink Dragons are health food fanatics, which is strange considering that their system can metabolize anything. They often eat salads, not realizing that rock will do just as well, and taste better too. Since dragons have such highly efficient systems, they do not gain weight and thus the origin of this trait is quite mysterious.

New Monsters

Dragon, Yellow

Climate/Terrain: Any Desert
Frequency: Very Rare
Organization: Solitary or Clan
Active Cycle: Any
Diet: Special
Intelligence: Average (8-10)
Treasure: Special
Alignment: Chaotic Evil

No. Appearing: 1 (2-5)
Armour Class: -1 (Base)
Movement: 9, Fl 30(C), Br 12
Hit Dice: 15 (Base)
Thac0: 7 (At 15 HD)
No. of Attacks: 3 + Special
Damage/Attack: 1D8/1D8/4D6
Special Attacks: Special
Special Defenses: Variable
Magic Resistance: Variable
Size: G (45' Base)
Morale: Fanatic (17)
XP Value: Variable

Age	Body	Tail	Ac	Breath	Spells	MR	Xp Value
1	3-6	3-6	2	2D8+1	Nil	Nil	3000
2	7-20	7-12	1	4D8+2	Nil	Nil	4000
3	21-30	13-17	0	6D8+3	Nil	Nil	6000
4	31-45	18-25	-1	8D8+4	Nil	7%	8000
5	46-51	26-34	-2	10D8+5	Nil	12%	10000
6	52-62	35-43	-3	12D8+6	1	21%	13000
7	63-71	44-55	-4	14D8+7	2	25%	14000
8	72-78	56-68	-5	16D8+8	3	34%	15000
9	78-85	69-82	-6	18D8+9	3 1	39%	17000
10	85-90	83-102	-7	20D8+10	4 2 1	45%	18000
11	90-98	103-110	-8	22D8+11	5 3 2	59%	19000
12	98-105	111-120	-9	24D8+12	5 4 3	65%	20000

Appearance: At birth, Yellow Dragons are dull yellow. As they age, their colour becomes brighter, but never glitters like gold, instead appearing similar to a yellow crayon.

Yellow dragons speak Common, a Language common to all Evil Dragons and 1% of Hatchlings have the ability to communicate with all intelligent creatures. This chance increases by 5% for each age category of the Dragon.

Combat: Yellow dragons love to fight. They can never get enough combat and often go out looking for it. A yellow dragon motto is that if it doesn't fight back, its not worth eating. Though different species of Evil dragons don't get along that well, there is one exception. Yellow and Orange dragons get along.

Yellow dragons are the only dragons known to exist which have three breath weapons - count them, three. The first is a cone of flame 50' long and 10-50' wide doing the listed damage. The second is a Lightning bolt which is 100' long and 5' wide, also doing the listed damage. Both breath weapons allow a save vs. Breath weapon for half damage.

The third breath weapon of the Yellow dragon is a cloud of yellowish gas which fills a 40' cube. This "Laughing Gas" effects all targets in the area of effect as a "Tasha's uncontrollable hideous Laughter" unless a save vs. Breath weapon is successful. Creatures with more hit dice (or levels) than the dragon are immune.

Yellow Dragons are immune to Fire, Gas and all Electrical attacks. They gain the following abilities as they age;

- Magic Missile 2/day at very young.
- Stinking Cloud 2/day at Juvenile
- Tasha's Uncontrollable Hideous Laughter 3/day at Adult
- Haste 1/day at Venerable
- Otto's Irresistible Dance 1/day at Great Wyrn

Yellow dragons cast their spells at 8th level plus combat modifier.

Habitat/Society: Yellow Dragons consider themselves to be superior to all other dragons and tend to brag about having three breath weapons. Anything in their domain must either leave or be attacked. They will tolerate other Yellow dragons, and even Orange Dragons, providing they spar with them on occasion.

Ecology: Yellow dragons love fruit, especially those yellow in colour which they consider to be reflective of their own perfection.

New Monsters

Dragon, Zinc

Climate/Terrain: Anywhere Snow is
Frequency: Very Rare
Organization: Solitary or Clan (Ski team)
Active Cycle: Any
Diet: Special
Intelligence: Very (11-12)
Treasure: Special
Alignment: Chaotic Good

No. Appearing: 1 (2-5)
Armour Class: 0 (Base)
Movement: 9, Fl 30(C), Slide 48/90
Hit Dice: 14 (Base)
Thac0: 8 (At 14 HD)
No. of Attacks: 3 + Special
Damage/Attack: 1D10/1D10/2D6
Special Attacks: Special
Special Defenses: Variable
Magic Resistance: Variable
Size: G (35' Base)
Morale: Fanatic (15)
XP Value: Variable

Age	Body	Tail	Ac	Breath	Spells	MR	Xp Value
1	3-6	2-4	3	2D6+1	Nil	Nil	1400
2	8-18	4-10	2	4D6+2	Nil	Nil	2000
3	18-25	10-13	1	6D6+3	Nil	Nil	3000
4	25-35	13-20	0	8D6+4	1	10%	6000
5	35-45	20-30	-1	10D6+5	2	15%	8000
6	45-60	30-40	-2	12D6+6	3	20%	9000
7	60-70	40-50	-3	14D6+7	3	25%	10000
8	70-78	50-60	-4	16D6+8	3 1	30%	11000
9	78-85	60-70	-5	18D6+9	3 2	35%	13000
10	85-90	70-80	-6	20D6+10	3 3 1	40%	16000
11	90-98	80-90	-7	22D6+11	3 3 2	50%	17000
12	98-105	90-100	-8	24D6+12	4 4 3	60%	18000

Appearance: At birth, Zinc dragons have dull silver scales as hatchlings which become more and more shiny as they age until they are almost indistinguishable from Silver Dragons.

Zinc Dragons speak Common, a language common to all good dragons and 2% of Hatchlings can communicate with all intelligent creatures. This chance increases by 7% for each age category of the Dragon.

Combat: Zinc dragons are fun loving dragons and consider combat fairly low on their list of things to do. They will, however, use strange combat tactics when fighting is required.

The breath weapon of a Zinc Dragon is a Bolt of Lightning 100' long and 10' wide doing the listed damage, save vs. Breath weapon for half damage.

The most unique ability of the Zinc Dragon, however, is its ability to fold its wings into a set of runner like appendages. When the Zinc does this, it may slide down snowy slopes like a sled, using its wings for balance and to build up speed. The Zinc Dragon may travel at a speed of 48 down a slope and still maintain control. A Zinc Dragon on a speed trip may travel as fast as 90, though this is dangerous.

All Zinc Dragons are immune to Lightning. As the Dragon ages, it gains the following abilities;

- Magic Missile 10/day at Very Young
- Haste 3/day at Mature Adult
- Polymorph Self 3/day at Old
- Snillocs snowball swarm 3/day at Venerable
- Polymorph Any Object 3/day at Great Wym.

Zinc Dragons cast their spells at 7th level plus combat modifier.

Habitat/Society: Zinc Dragons are the playful dragons. If more than one Zinc Dragon is in the same area in a snowy area, they will set up what they refer to as a Ski Team. Zinc Dragons enjoy to race one another in the snow and will search far and wide for other competitors to join their "Ski Team".

Ecology: Zinc Dragons enjoy to eat Kobolds, as they feel that it helps them slide on snow faster (no one knows why they think this). Like all dragons, they can eat anything, and often are forced to eat snow due to the scarcity of other creatures in their region. Zinc dragons will not eat snow if it is yellow!

The Dragon Conversion Process

The New dragons presented here are the result of the Dragon Conversion Process developed by the Evil Wizard Malo. This process fell into the hands of both good and evil people who experimented with all types of dragons and found the results.

In order to understand the Dragon Conversion process, a character must not only have access to information on the process, but an Intelligence of 21+ or have access to 9th level spells. The process may only be performed on a Very Young or younger Dragon. Eggs are the prime candidates for the conversion. Material components cost 500gp per egg to be converted or 1000gp per age category of the dragon. The Conversion Process works on all dragons except Gold Dragons. Silver and Red dragons require a slightly different process which has taken longer to perfect than the original conversion. Time required is one week per age category of the Dragon being converted, or one day for an egg.

Converted Dragons retain the memory of their former lives, but just that, their personality is completely rewritten to their new alignment. If a dragon had had his/her alignment altered to be similar or the same as the new alignment then he/she will retain most if not all personality traits but will be true to his/her new alignment and will adopt personality traits of the new dragon type as well, such as favourite food.

Good Converted Dragons usually stay with their Converters, but if the Converter is slain or lost, the Dragon will set up a lair as any other dragon. Treasure types are that of the Dragon type the Converted Dragon is Derived from. Dragons in Clans have been separated from their converter. Once a Dragon is separated from its converter, it is simply a Dragon to be encountered.

Each Converted Dragon has a type of standard Dragon which it was derived from. The Dragon Conversion chart shows the process below.

Original	Converted
Black	Lead
Blue	Zinc
Green	Iron
Red	Magnesium
White	Aluminum
Bronze	Yellow
Brass	Orange
Copper	Pink
Silver	Onyx

A very small number of converted dragons are currently in the Forgotten Realms. Yellow, Orange, Pink and Onyx dragons were created by Draconis and almost completely wiped out by the Quadrelian. Since Draconis was unable to control all his creations, some simply left his tower and flew to lair in the Realms. These have been producing offspring and the population has begun to increase. There are only a scarce number of evil convert dragons in the realms.

The good convert dragons are another matter. The asteroid city formerly occupied by the Quadrelian housed over a hundred Iron, Lead, Zinc and Aluminum dragons. These were on the asteroid when Terofex transformed it into a planet and placed it in his crystal sphere. As a result, these Dragons have progressed through several generations and hundreds of dragons of each age category exist for each of the four sub-species. Due to curiosity of their origin, these dragons have begun searching out their home world, the Realms. A fair number have arrived through plain travel and spelljamming. The process is both Alchemical and Magical.